



KNOW THE SCORE

N64 Pro



FIRST
BOOMBASTIC
REVIEW

Bomberman Hero

FORSAKEN

Quicker than
Quake! More
exciting than Extreme G!

WORLD
EXCLUSIVE
REVIEW

F-ZERO X

Any faster
and it would
be released!



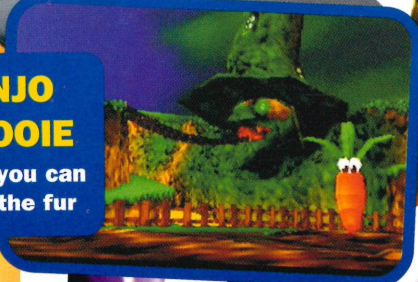
ZELDA 64

Find out why
our nails are
bitten down to
our wrists



BANJO KAZOOIE

So real you can
stroke the fur



Yoshi's Story

All levels finished!
Every heart found!

Zelda 64

30 brand new
screenshots



Gex 64

1st reptilian preview!

EVERY game reviewed! CHEATS for every game! QUAKE 64 cracked!



Issue 9 July '98
IDG £2.95
07

9 771369 451000

is it hot air?



"IF YOU
THOUGHT TETRIS WAS
GOOD, WAIT 'TIL YOU GET A
LOAD OF THIS!"

91% **Nintendo**
MAGAZINE

"IF YOU'RE A FAN OF THE GENRE
THEN BUY THIS GAME IMMEDIATELY.
IF NOT, THEN BUY IT ANYWAY!"

93% TOTAL 64

No. But it's full steam ahead in the most
unpredictable gaming event of recent years.
Fast paced and highly addictive, Wetrix throws
multiple players into a spectacular "cellular" water
system for a uniquely refreshing bit of fun.

wetrix

DROP EVERYTHING



The team!

World Cup winners?



Alex

Alex's tip is Nigeria. They've never won the World Cup before, nor are they known for their footballing history. They did, however, win the Olympics in Atlanta two years ago so for that reason alone the editor's going for the boys in racing green. Cos of form and all that

Jim

Jim's choice, curiously, is Jamaica. His reason for this is because he's jealous of the way the squad allegedly spends its recreational time. And because he wants to hide the fact he still harbours a grudge about England losing to the West Indies at cricket

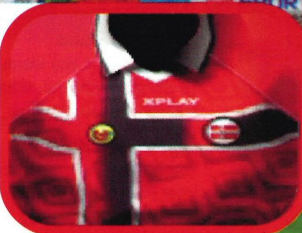


Steve

Italy, or 'the Azzurri', are Steve's tip for the top in France. He's picking them because they're the team he always uses for his endless string of smug victories in ISS 64 and also because their shirts are an unusual shade of blue, much like his favourite team, Man City

Noely

Noely was gonna pick England, cos the team's bound to have at least three Man Utd players. Ever loyal, he's still often spotted at large wearing that disgraceful grey England kit that came out a couple of years ago. But Jim couldn't find an England top, so Noely's had to pick Norway



Mark

Mark, like Steve, is going for his favourite ISS 64 side. His choice Brazil, because he thinks Pele still plays for them, is pretty much a safe bet. Let's face it, they're bound to get off to a flying start against perennial World Cup whipping boys Scotland

Lewis

France are Lewis's hot favourites. A big fan of French cuisine, Lewis knows the Gallic goalscorers have a great chance not just because they're playing at home, but because no-one'll dare go near them cos of their garlic breath (no sweeping stereotype intended)





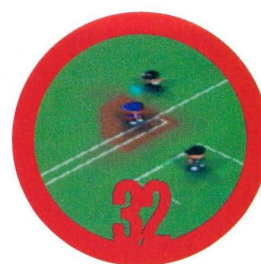
Above: Mission Impossible's keeping us on tenterhooks



Forsaken - mission-based death



Bomberman Hero - explosive



Powerful Pro Baseball - home run

Left: There's another Mario face just like this one hidden in the mag. The first person to write in saying where it is wins a FREE subscription

COMPETITIONS

82 The Biggest Give Away Ever 4!

The world's most valuable competition pages are back once again for everyone who likes things for free but can't be arsed sticking a stamp on an envelope. As ever it's a piece of one of Mr Kipling's exceedingly good products to enter. The stuff on offer for nowt this month includes graphic novels, videos, Game Boosters, T-shirts, Gex gear and signed original artwork from Rats



Left: One of five of these lush black Quake 2 t-shirts could be yours - see page 82

REGULARS

06 News

Steve and Noely run you through the latest chat and facts from the almighty world of the N64. Psygnosis reveal their plans to release Wipeout 64, Activision announce that they will be publishing Quake 2, Eidos are to do an N64 version of Fighting Force and the E3's just around the corner



40 Peripherals

Noely beckons you inside his dangerous world of all things peripheral. Watch out where you're shoving that rumble pak, son...

86 Feedback

Your letters and emails are flying in like a swarm of killer bees attacking a fat person covered in pollen. You could win a big bag of Spook peripherals!

92 A-Z Reviews

Which N64 games you must buy, which ones you should think about and those you shouldn't touch even if they're disguised as a cheap kissogram

PREVIEWS

68 Cruise 'n' USSR

Noely, the guy who can always be relied upon for an imaginative title for his previews, gives you the full SP on Ocean's long-awaited Mission Impossible

72 Gex Symbol

How anyone can think a lizard in various types of 'human' clothing, the eponymous hero of Gex 64, would possibly make a great game character is beyond us. Then again, it's better than anything we could have thought of

74 Wonder Worm Man

Staying on the subject of ludicrous game characters, how about this? Earthworm Jim's a bloody worm with a gun! God, they'll be using an Italian plumber with a daft moustache next...

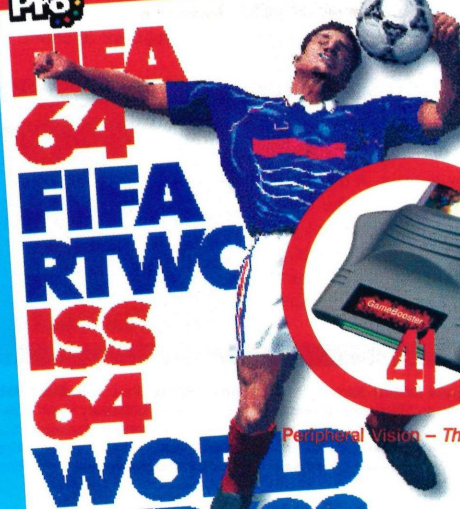
76 All Star Baseball

Regular readers, 'They're not previewing this AGAIN are they?' Steve McNally, 'Shut up, I've done it properly this time. And played it loads'

FREE Book & Stickers

Given away FREE with this issue is a guide book and 16 stickers. The book shows you how to be the Mack at every N64 footy game, including World Cup 98 and ISS 64. The stickers are to slap on your STICK WITH N64 PRO poster given away FREE last month. If you missed last month's mag, don't despair. You can order it on page 84. Complete your 48 sticker collection next issue!

N64 Pro GOAL SCORER'S GUIDE



Peripheral Vision - The latest add-ons

COVER STORY

FORSAKEN

A SIX page special WORLD EXCLUSIVE review of Acclaim's latest rip-roaring fully 3D shoot'em-up

PAGE 22



Rampage World Tour – fun?

CODES, TIPS & GUIDES

41 A-Z Cheats

You asked for it and we're delivering. Every PAL N64 game ever released for is covered here along with a few of the better import ones. Want to win/run faster/shoot quicker/have infinite lives? You've come to the right place

50 Yoshi's Story

Mark shows you how to – get all the hearts, find the secret black Yoshi, uncover the secret white Yoshi, discover the secret white shy guys, do all the levels, kill baby bowser, destroy all the midpoint bad guys and get infinite lives. What a bloke!

58 Quake 64

Noely, king of Quake, knows the game like the back of his frag so now he presents the second part of his really quite awesome guide

All-Star Baseball – we've played it!



Left: Bomberman Hero gets its first review on page 28

REVIEWS

22 Forsaken by Mark

Acclaim's 'Quake on bikes' finally arrives for a full, unexpurgated review and we've got it first! Mark Hattersley takes you through the light-sourced labyrinths over six pages

28 Bomberman Hero by Noely

As he was partly responsible for the Toxteth riots in 1981, we thought it only fair to give Noely this game to review – not only was he a 'bomberman' he also reckons he was a bit of a 'hero'

32 Powerful Pro Baseball 5 by Steve

Not Konami's finest moment by any stretch of the imagination, but it had all four of the reviewing team giving it a dabble for a day or two and if nothing else it whetted our appetites for All-Star baseball

34 NBA Courtside by Mark

We've been nice to Mark this month. Not only has he been allowed to do the lead review, he's been given permission to treat you all to his opinions on Nintendo's first N64 foray into the world of basketball

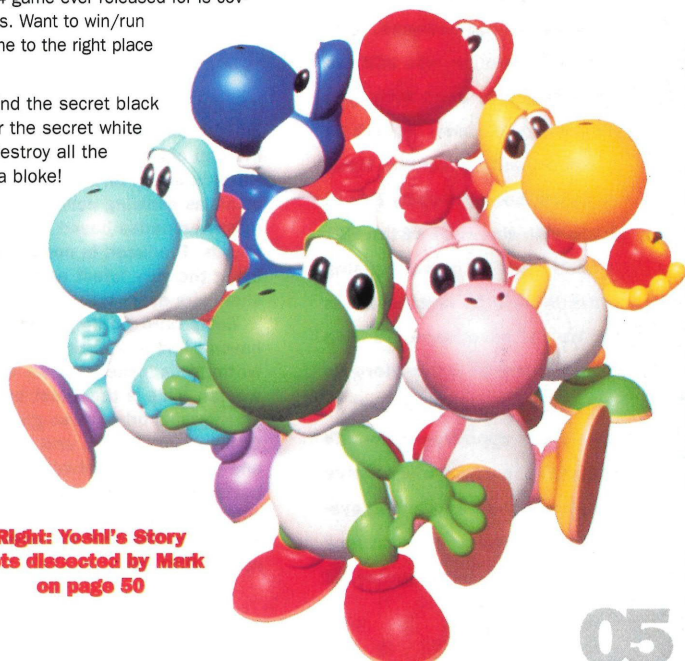
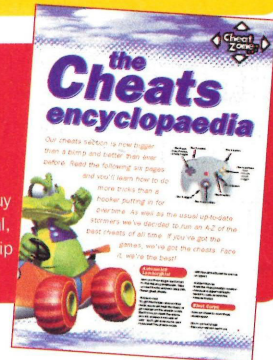
34 Rampage World Tour by Alex

Read this re-review very carefully and you'll realise it isn't a re-print of last month's US import review. In fact, it's really rather different. But has the game got any better in the meantime?

NEW SECTION!

41 A-Z Cheats

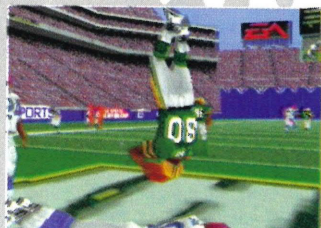
Just another reason why you need never buy another console mag again – in this special, monthly eight page section there's a hint, tip or cheat for every N64 game out



Right: Yoshi's Story gets dissected by Mark on page 50

● Nintendo were so impressed with Left Field's work on NBA Courtside (see page 34 for a full review) that they decided to invest heavily in the company, making Left Field head of their new Nintendo Sports brand ●

Let's Get Hi



IT SEEMS that the second wave of games that we're all getting so worked up about will have a new buzz word. If the first lot clung onto the 3D tag as if their carts depended on it, the new titles will be running in the N64's massively impressive hires mode. Many doubted that programmers would be able to set their sights quite so high before the introduction of the 64DD and it's accompanying RAM expansion, but it's not looking that way.

Great news for American Football fans is that EA Sports Madden '99 will not only feature breathtaking graphics (at least on a par with last year's QB club), but it will also have full NFL licensing - meaning that Acclaim will have their work cut out because, let's face it, Madden was still the players' choice even with QB's flashiness. Madden '99 will be out around September time, which, coincidentally ties in nicely with the start of the NFL season, and EA are promising that there'll be much more in the way of advancements than just cosmetic ones. More as soon as we get it, but just to whet your appetites it sounds as though the game will receive a fully overhauled playing system as well as a brand new computer AI!

Cool Britannia

Could this be the beginning of the N64 Britsoft era?

EVERYBODY KNOWS that a sizeable proportion of all decent games - for any system - will have their roots firmly buried in British soil, so it's understandably great news that finally the Brits are starting to clamber aboard the good ship Nintendo and are setting sail for success. Joining the crew are powerhouses the like of Psygnosis and Core, who are now pinning their colours to the mast (see page 10 for the latest on developments at Core Design).

It's long been thought that the Liverpool-based publishing giant has been working on various projects for the N64, but they've been tight lipped about the possibilities, at least in 'on the record' terms.

So it didn't exactly come as a shock when a press release emerged from their headquarters announcing that operations were in full swing, and that the first title was to be one from the very top drawer. Work is already well underway on a version of an all time classic racing game, Wipeout (with the arbitrary 64 bolted on for good measure).

Psygnosis are promising to take the breathtaking gaming experience of the landmark Wipeout series to new heights (their words, not mine) through a whole host of new features - not least of which is a four player race option, a la Diddy Kong Racing. Howard Lincoln, man of a thousand quotes (and in his spare time NOA Chairman) said,

"We're very excited that Psygnosis, one of the world's leading game companies, is developing games for the N64, and that Wipeout 64, one of the industry's most popular series, will be its first title." And we'll second that.



Successful UK developers could simply plunder their archives and merely enhance already blockbusting titles

Just as exciting are the possibilities for their second title. With a stable of names that already includes the F1, Destruction Derby, G-Police and Colony Wars, along with the 'next big thing' ODT - a fantasy action adventure which is said by those who've seen it to be amazing - the prospects for third-party software are certainly looking up. And who knows, it could start to live up to expectations in the very near future.

No firm release dates for anything yet, but you can just about bet your house on Wipeout 64 hitting the shelves around Christmas time.

“

I work for Nintendo, and I think we showed some good things, but maybe not enough variety. I don't think we had enough titles.

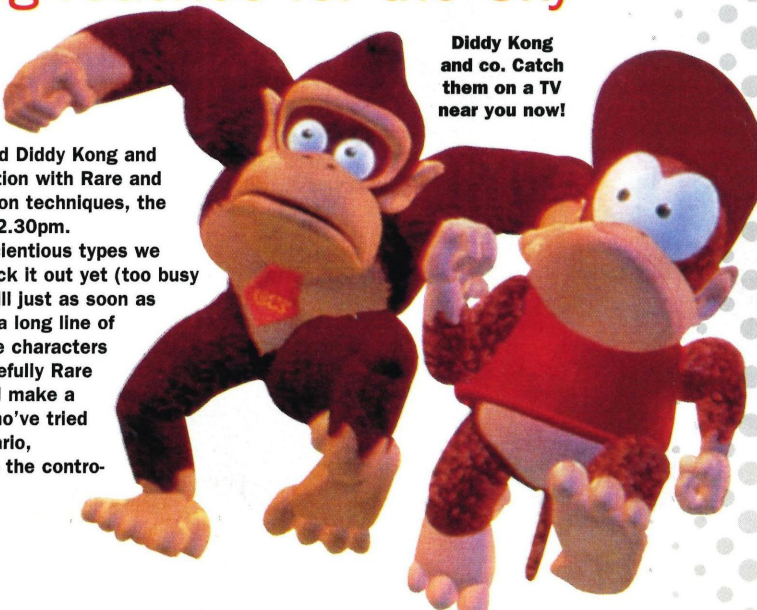
Miyamoto states the obvious

”

Diddy Kong reaches for the Sky

DIDDY KONG Reaches For the SkyViewers of satellite and cable TV station FoxKids are in for a bit of a treat, as showing now is an animated series based around Diddy Kong and friends. Produced in conjunction with Rare and using the very latest animation techniques, the show airs every weekday at 2.30pm.

Being hard working, conscientious types we haven't had a chance to check it out yet (too busy writing this issue!) but we will just as soon as we can. This is the latest in a long line of attempts to bring video game characters to the small screen, and hopefully Rare and the FoxKids Network will make a better job of it than those who've tried with the likes of Pacman, Mario, Earthworm Jim and of course the controversial Pikachu!



Diddy Kong and co. Catch them on a TV near you now!

● Speaking of Nintendo Sports, the next release after Ken Griffey will most likely be an as yet untitled and unlicensed Boxing game. That, along with EA Sports' effort, should ensure that pugilists have a very merry Christmas this year! ●

Drop Dead Gorgeous

Right, we've got loads of new screenshots, we've had all the info, now all we need is the game itself!

WE'VE DONE it to death. Said just about everything there is to say. But these new screenshots are just too good not to use! Every couple of weeks it seems we receive the latest batch, and without fail each one is more impressive than the last!

As we said last issue the game has been delayed again in Japan to a now unspecified date, but those responsible for the translation to English text (namely

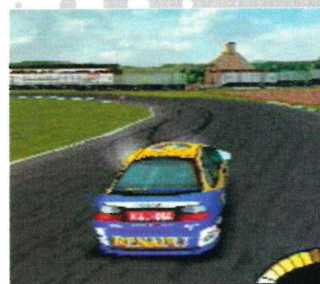
the coders at Nintendo of America) reckon that they should have a version to get cracking on just about by the time you read this, and have stated again that the game will not be delayed in the West.

So as it stands now, Zelda 64, in its American guise at least, should still be released this year. Whenever it finally arrives, the game looks as though it will have been more than worth the wait!



Count them if you don't believe us! Thirty brand new Zelda shots to drool over

TOCA look at this



YET ANOTHER big name has announced its plans to publish on the N64 – and this time it's Codemasters. The only official in development title is a 64bit version of classic racer Micro Machines V3, but we have it on good authority that another racing game is being worked on alongside it. And it's thought that game is an enhanced version of PC and PlayStation smash TOCA Touring Cars.

Both games will be massive hits on the N64 and with the superb pinpoint control made possible by the analogue stick, Codemasters could well produce the definitive versions of both games. While this is great news in itself, it has to be said that the N64 needs another couple of racing games like Tosh from The Bill needs another pint, and we'll get much more excited when they make it clear that they're doing Jonah Lomu Rugby and Brian Lara Cricket. Until then though, these'll do nicely!



Konami Hit the Post

BAD NEWS for footy fans from Konami. International Superstar Soccer '98 will not be making it in time for the World Cup, indeed it may get pushed back as late as the start of the new Premiership season (End of August for the uninitiated!). We're sure that the delay will lead to an ultimately more polished product but, to be honest, we were sick as a parrot when we heard.

No specific reason has been given other than the game is not finished yet, which has led to some speculation that Konami are not

altogether confident enough to go head-to-head with EA Sports' massive World Cup license (even though that game is something of a disappointment, it's still guaranteed to rake in an absolute fortune!), and given the track record of that particular series, you can't really blame them, despite the fact that they undoubtedly have a vastly superior product! Shame.



ISS '98 has unfortunately been pushed down the release schedules, but it should still come out in August



E3 Preview

by Noely

The E3 or Electronic Entertainment Exposition (to give it its full title) is almost upon us. By the time you read this, eager hordes of game industry types will be converging on Atlanta, keen to witness what gaming delights the major software houses of the globe have on offer. N64 Pro will be there at the show, in the shape of Alex, and rest assured that whatever N64 delights he discovers, we'll be reporting on them in our next issue. In the meantime, here's a quick rundown of what N64 brouhaha we can expect to be showing

Nintendo

NOA ARE likely to have as many as 10 N64 games in playable form at this year's E3. Zelda 64 is sure to make it's Western debut in playable form as are the stunning F-Zero, Mario beating Banjo Kazooie and MLB Presents Ken Griffey Jr.

Pokemon Stadium may well make an appearance, though whether it's in playable form remains to be seen. On the downside, the big N are unlikely to have anything on the 64DD either games or hardware on show at E3.

Title	Genre
Zelda 64	Action/RPG
F-Zero X	Driving game
Banjo Kazooie	3D platform
Cruis'n World	Driving game
MLB Ken Griffey, Jr	Sports sim
1080 Snowboarding	Racing game
Waiata Country Club	Golf sim
Body Harvest	3D Action
Untitled (H2O developed)	3D platform

Ocean

Ocean have a fairly healthy line-up, of which Mission Impossible is undoubtedly the most anticipated title. It's improbable that Mission Impossible will be delayed any longer. In addition, Wetrix is a charming game that's bound to win over many casual visitors to Ocean/Infogrammes stand and other gems will include V Rally 64, a souped-up four player version of the PI**Station smash hit.

Title	Genre
Mission Impossible	Action/Advent
Wetrix	Puzzle
GT 64 Champ Edition	Driving game
V Rally 98 Arc Champ Ed	Driving game
Space Circus	Action/Advent
Jest	Action/Advent
Looney Tunes	Driving game

Acclaim

Acclaim is bound to dazzle audiences at E3 with Turok 2, in much the same way as it did with the original. Also American audiences will absolutely love the jaw-dropping graphics in All Star Baseball. Believe us, we've seen it and it's beautiful.

Title	Genre
Turok 2	3D Shoot'em-up
All Star Baseball	Sports sim
Forsaken	3D Shoot'em-up
NBA Jam 99	Sports sim
Reckin Balls	Race game
Quarterback Club 99	Sports sim



Rare

Rare may well come up with the biggest surprises at E3. All kinds of rumours are circulating regarding the games Rare are likely show off. Donkey Kong 64 is unlikely to be present (except maybe on video), Conker is bound to show (Rare would be 'nuts' not to – pun intended). They are also rumoured to working on a killer driving game and a 3D fighter.

But the biggest coup of all would be a first public unveiling of Rare's GoldenEye sequel. We're getting excited just thinking about it.

Title	Genre
Twelve Tales: Conker 64	3D platform
Donkey Kong 64	Platform
Goldeneye (Sequel)	3D Shoot'em-up
Untitled (Gran Turismo killer)	Driving game
Untitled	Beat'em-up

Eidos

Eidos have finally made the switch from second rate CD-based console to first rate cartridge calibre releases with the news that the PI**Station smash, Fighting Force, will hit the N64 this summer. The game is an all action scrolling 3D beat'em-up with some of the toughest characters ever to appear in a computer game. Now all we need is for Lara to make the switch to the best console machine ever and everyone will be happy.

Other Eidos published titles include Extreme Sports and an as yet untitled fantasy action adventure, both of which have been developed by InnerLoop.

Title	Genre
Fighting Force	Multi player beat'em-up
Extreme Sports	Sports game
Untitled	Fantasy/action adventure



Fighting Force is barging its way onto the N64. A chart-topper in its PI**Station days, Eidos's rough-neck no holds-barred side-on beat'em-up is getting a complete overhaul for its 64bit debut

Official International Competitive Drivers Contract

Clause 1 Subsection A

Team orders should be strictly adhered to.

OFFICIAL INTERNATIONAL
O.I.C.D.
COMPETITIVE DRIVERS

GT64 - Championship Edition brings racing realism to the Nintendo 64 in a blaze of amazing speed and incredible graphics...

"All in all we're really excited about this game. And if you love racing games, you should be too"
TOTAL 64

Until the lights go green!

ocean

imagineer

NINTENDO 64



Can you pass the N64 driving test?

GT64
CHAMPIONSHIP
EDITION

1998 © Imagineer Co., Ltd. OCEAN IS A REGISTERED TRADEMARK OF INFOGRADES UNITED KINGDOM LIMITED.

E3 Preview

by Noely

The best of the rest

Activision

Title	Genre
Quake II	3D Shoot'em-up
Nightmare Creatures	3D Action/Adv

Titus

Title	Genre
Superman	3D Action/Advent
Hercules	Action/Adventure
Xena	Action/Adventure
Roadsters 98	Racing game
Quest for Camelot	Adventure game
Blues Brothers 2000	3D platformer

Virgin Interactive

Title	Genre
Freak Boy	3D platform

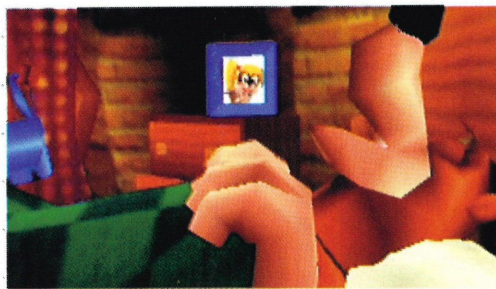
Kemco

Title	Genre
Shadowgate 64	Adventure/RPG
Knife Edge	3D Shoot'em-up

Psygnosis

See Steve's 'Cool Britannia' news piece this issue for a full rundown on what to expect from those super cool scousers. Expect Wipeout 64 (four player) to be the best version ever, perhaps even giving F-Zero a run for its money.

Title	Genre
F1 98	Racing game
Wipeout 64	Futuristic racer
Destruction Derby	Racing game
ODT	3D Action/Adv



Midway

Midway as ever has a prolific number of titles ready to show, though they'll be keen to make sure they're all of a high standard to make a better showing in our new N64 Pro Software House League Table.

Mortal Kombat 4 has high hopes of breathing new life into a tired genre with what promises to be an arcade perfect version of MK4. Meanwhile, the company are making lots of noise about NFL Blitz, their new gridiron game.

Title	Genre
Mortal Kombat 4	Beat'em-up
Chopper Attack (aka Wild Choppers)	Shoot'em-up
Bio Freaks	Beat'em-up
Off Road Challenge	Driving game
Gex 2: Enter the Gecko	Platform
NFL Blitz	Sports sim
Rush 2	Driving game
NBA Fastbreak	Sports sim

That's the preview done and dusted. Be sure to check the most in-depth E3 report next month as we bring you the news first on all the blockbuster games you'll be playing over the next year!



Swap Shop form

Check out the swaps opposite then get in touch with the reader or send in a new swap of your own. Please don't phone us with your adverts, only those received by post will be used. That's final.

PLEASE PRINT YOUR SWAP DETAILS CLEARLY

Swap or Sell details (In no more than 30 words):

.....

Send to **Swap Shop, N64 Pro, IDG Media, Adlington, Business Park, FREEPOST, Macclesfield SK10 4YE**
 (Photocopies of this form are okay)

Name:

Address:

Post Code: Age:

Signature



As we said last month, we're running a readers' classified section called 'Swap Shop.' Those of you over 20 may get the Noel Edmonds' reference, but don't worry if it flies over your head. So far we've had a great response, so if you want to sell or swap an old game for a new stormer, then fill out the form, send it to us and wait for the phone to ring.

Swapsies!

- I'll swap **Duke Nukem 64** for **Fighters Destiny**, **Pilotwings 64** or **Tonic Trouble**. David Curran, St Helens: (01744) 810497
- Swap **Doom 64** in exchange for **Chameleon Twist** or **Bomberman 64**, but any reasonable swap considered. Michael Burke, The Wirral: (0151) 639 6659
- I'll swap **FIFA 64** for any other game (please, urgent!) David Curran, Merseyside: (01744) 810497
- **Mario 64** boxed with instructions for sale. £20 or swap for any shoot'em-up excluding **Lylat Wars** and including **Hexen**. David Lawrie, Sutton, Hull: (01482) 786902
- I'll swap **Extreme G** for **Mario 64**, **Mission Impossible**, **Superman 64**, or **Dual Heroes** and **Wave Race**. David Curran, St Helens: (01744) 810497
- I have **Nagano Winter Olympics**, **Diddy Kong Racing** and **FIFA: RTWC**. £35 each or I'll swap one game for **Yoshi's Story**. Paul Haggie, Middlesbrough: (01642) 888324
- I'll swap **Fighters Destiny** for **ISS 64**. Aw, go on, please! Martin Rankin, Lancashire: (01704) 840935

Official International Competitive Drivers Contract

Clause 1 Subsection B

Always be considerate for the safety of other competitors.

"This is
the best
racing game
on the N64"
N64 PRO

Unless they're in
front of you

...Racing around one of 12 different tracks in a choice of 12 fully licensed teams, will drive you into convulsions of pure gameplay related ecstasy. Make your team choice, set up your car to drive the way YOU want it to and be amazed by the fastest 3D engine available on the N64...



Can you pass the N64 driving test?

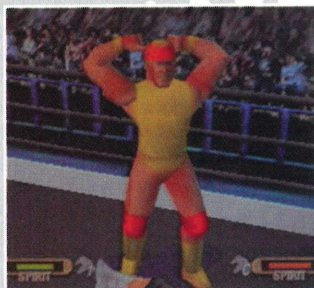
1998 © Imagineer Co., Ltd. OCEAN IS A REGISTERED TRADEMARK OF INFOGRADES UNITED KINGDOM LIMITED.

● Rare have dashed the hopes of those gagging to catch a glimpse of Donkey

Kong 64 at E3, but they've softened the blow by hinting that the GoldenEye sequel will be on show

in some form or other. Probably only be on video, but it's better than nothing! ●

Wrestle in Peace



ALTHOUGH THQ has not made an official announcement in specific terms, they have been talking of plans to publish at least one more grappling game before the license hands over to EA Sports. Sting, Hollywood Hogan, the Undertaker and all your favourite fighters will return this winter for one final fling under the THQ banner. "We have been saying we are going to do more wrestling games, but what games and on what platforms, we have not said," a THQ insider explained. While there's no name yet THQ's title will definitely appear on N64. "We haven't decided which games and under which titles or developers they'll be worked on. And since we're a publicly-held company we're unable to comment on games that haven't been announced just yet."

Good old red tape! It's thought that the loss of the license will be a major body-blow to THQ, as in the past they've relied heavily on Wrestling fans for a high proportion of their profits, but hopefully they'll find something else to help them pull through.

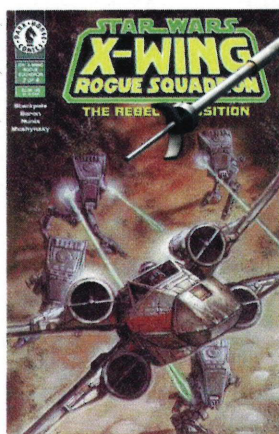
I hear the Dukes of Hazzard license is up for grabs at the moment, perhaps they could go for that...

Fans thrilled. We R2.

DETAILS HAVE begun to emerge about LucasArts' N64 follow up to the much maligned Shadows of the Empire. Well, when I say details, that's perhaps a bit of an exaggeration, but through a cunning series of leaks it is now widely thought that the game will go under the title of Star Wars: Rogue Squadron. LucasArts have still not officially announced the title, but are expected to do so (with suitable fanfares no doubt) at the imminent E3 game show.

Speculating about the title, it would seem that the game follows the plot of the hugely popular 1995 Dark Horse comic book series of the same name. This followed the adventures of Wedge, arguably the most prominent supporting character after appearing in all three films. Wedge is one of the few X-Wing pilots who survived both Death Star attacks, and it looks as though his flying skills have landed him a prominent role in LucasArts' next game as well.

Of course, nothing concrete is known for sure about the new Star Wars game right now, except for its title, but it seems that LucasArts has taken the time necessary on this occasion to put together an impressive game worthy of the N64's second generation line-up (unlike their hurried first effort). Let's hope so.



Have you Xena?

It's no myth! TV's 'hottest' warriors hit the N64

TITUS ARE fast becoming leaders in the TV licensing business. Hot on the heels of last month's Blues Brothers 2000 story, comes news of two games, one based around the Adventures of Hercules series, and the other Xena: Warrior Princess.

According to Titus, both games will interact with one-another via memory paks. The idea behind the procedure is to expand replay value for both games. And here's how it's supposed to work: players owning one game will be able to trade and/or unlock items, secrets and characters with friends owning the other game. For example, one person playing Xena could save their favourite sword to memory and then use it when playing as Hercules.

Titus is still finalising the process, but if everything goes as planned this could be the beginning of a new trend within the N64 community, and could possibly make two otherwise cheesy games something of a novelty. Is this the way forward? Who knows (although I seriously doubt it).



Herc and Xena get to grips with each other in readiness to take on the 'toughest' N64 gamers

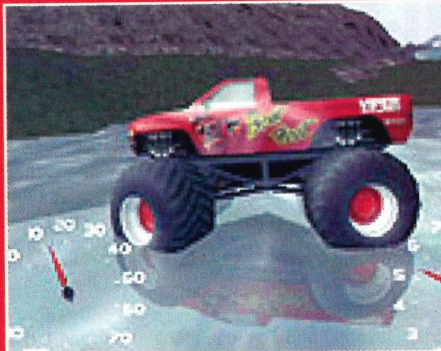
● We said a few months back that V Rally would receive a major tune up before its N64 debut. More details have emerged including that there will be four player split screen action, and players will be able to drive the very latest rally cars through eight different territories! ●

Mud, Mud, Glorious Mud

NEW OWNERS of BMG - Take 2 Interactive, are teaming up with two of the most talented development teams around to create Mud Monsters 4x4, the first monster truck battle game for the system.

Gathering of Developer's newly founded Edge of Reality, headed by ex-Iguana programmer Rob Cohen and Mike Panoff of PilotWings 64 fame, are in charge of the project. In addition, Terminal Reality's Mark Randel brings in his ground-breaking Photex2 engine (apparently used to great effect in Monster Truck Madness 2 on PC) to hopefully make it the best looking racer yet.

Mud Monster's programmers are determined to make the perfect mud and are striving (in the same way Nintendo did with WaveRace) to create a perfect physics model. The aim is to provide an environment where cars slide around and dirt sprays up from the tires and actually messes up other vehicles. But it's not all just for show. Mud can actually blind the trailing players and they have to use their windshield wipers to clear the view!



Mud Monster 4x4 promises to be the most realistic monster truck racing game ever

Speaking of other drivers - unlike most N64 racers, Mud Monsters will feature a four-player split-screen mode in both its circuit and time-attack modes, and there's even an entertaining rumble mode where you push other players from a platform. Considering the impressive pool of talent involved in this game, Mud Monsters should prove to be more than just another racing game when it hits the N64 early next year.

Zero Hour Approaches



THERE'S FINALLY some concrete news on a release date for the eagerly awaited racing sequel F-Zero X, although only in Japan. The game is now due on the excitingly close date of July 14th, making it Nintendo's next big release as it leapfrogs Banjo-Kazooie on the schedules.

There's been a firm 'no comment' about dates for other territories, but given the ease of translation of this style of game we're speculating on a UK release at the beginning of September. There's always a chance that Nintendo will hold it back for Christmas, but given the continuing drought of quality official releases in this country we reckon that, in this case, it's unlikely.

The game will be shown in an almost completed form at the E3 in Atlanta, so we'll undoubtedly have a lot more on it next issue.



Active N64 Vision

GT quake in their boots as Activision stage a smash and grab

ANOTHER OF the publishing 'big boys' has this month revealed their plans to publish on the Nintendo 64 for the first time. Activision, currently lording it around the industry waving fistfuls of cash in the air due to the phenomenal success of Quake II on the PC, have announced their intention to bring the game to the N64, which is undoubtedly a great big finger poked in the eye of GT Interactive who have also enjoyed a sizeable windfall through the Quake name.

In the words of Robert Kotick, Chairman and CEO of Activision, "Throughout the years, Activision has maintained a strong alliance with Nintendo and we are very excited to develop titles for the Nintendo 64. The popularity of the Quake II and Nightmare Creatures franchises joined with the unique technical features of the N64, will provide console players with awesome new gaming experiences. These two titles are the perfect way to kick off our action-packed arsenal (didn't they pip Man U to the league title? Shame.) of N64 games."

Oops. Jumped the gun a bit there because I hadn't mentioned that Kalisto's creepy 3D adventure cum beat'em-up was another game



Quake II will be an Activision rather than a GT product after the American giants nipped in and stole it from right under their noses! You could almost see the steam coming out of GT's ears when they found out

confirmed as an Activision release? Well it is, so now you know. After enjoying significant critical and commercial success on the PlayStation earlier this year, it was felt that this was the perfect title to compliment Quake II and launch their assault on the Nintendo market. Described as Tekken meets Resident Evil, Nightmare Creatures immerses players in the dark underworld of fog-shrouded 19th century London and challenges them to uncover the secret of a mysterious cult. Spooky eh?

Again, as with Psygnosis, Activision can call on an impressive list of big names to can send hurtling out of their publishing cannon. Thanks to many years of carefully selecting products and refusing to release little or any churned out dross, their partnership with Nintendo means that we could soon see top quality games such as the Mechwarrior series or the Interstate/Vigilante 8 games sticking out of the top of N64s everywhere!

One thing's for certain, they're no cutesy dinosaur merchants, and their gritty brand of action should do wonders for the N64's profile amongst older gamers when their first cartridge hits the shelves later this year.

● Acclaim is again plundering its comic archive. Following the success of Turok, and hot on the heels of Shadowman will come a game based around the obscure black & white character

Bloodshot, who's apparently a bit like The Punisher. Only more violent ●

Charts

UK Chart

- 1 - GoldenEye
- 2 - Yoshi's Story
- 3 - FIFA: RTWC
- 4 - Quake 64
- 5 - WCW vs NWO: World Tour

N64 Pro Chart

- 1 - All Star Baseball
- 2 - Jikkyou 3
- 3 - Forsaken
- 4 - Wetrix
- 5 - Yoshi's Story

Games Most Wanted

- 1 - Zelda 64
- 2 - ISS '98
- 3 - Banjo Kazooie
- 4 - Mission: Impossible
- 5 - GoldenEye Sequel



ISS '98: Even though it's been delayed we still can't wait!

Hi-Res Hi-Jinks

Acclaim continue to push back the graphical boundaries...

ACCLAIM WILL soon be moving up our brand spanking new League Tables (see page 16 to find out more) as they seem to be really hitting their stride as an N64 publisher. Already handily placed for a challenge on Nintendo's domination, games such as All Star Baseball and Turok 2, along with two new games, are really pushing back the boundaries of quality.

First of two big announcements this month concerned the latest in the NBA Jam series, which is unsurprisingly suffixed '99. I quite liked NBA Hangtime on the N64, although I realise I'm probably in the minority, and Acclaim, always ready to listen and act upon criticism have done just that, listening and acting upon the criticism they've received.

Jamtastic

Jam '99 is going to be something completely different. Now a full five-on-five simulation featuring jaw dropping hi-resolution graphics, the game will come as a shock to Jam's devoted army of fans (myself included). Using authentic and exciting play styles like the Sonics' trap, Celtics' press and Bulls' triangle offense, the new Jam tries to combine the strategy and fast pace of real-life basketball with the graphical glitz of All-Star Baseball and NFL Quarterback Club. Not an easy feat, but if the final game is as impressive as its list of features, it could easily top NBA Courtside as the best hoops sim for the system.

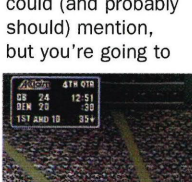
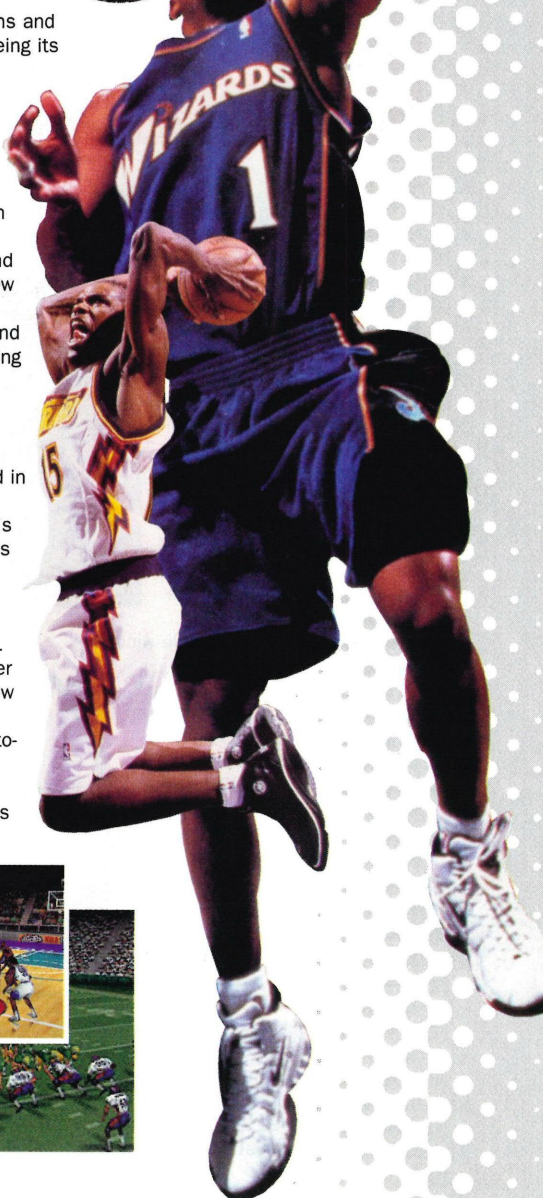
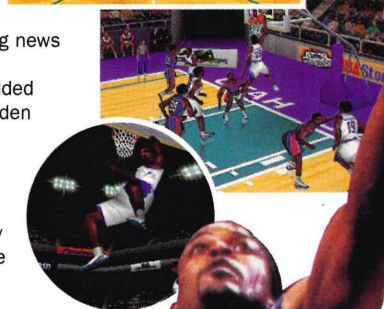
These features include over 300 polygonal soft skinned players (meaning no legs and arms merging into each other), all 29 NBA teams and arenas, 500 motion captured moves performed by NBA star, Stephen Marbury, and a host of signature moves including Pippen's finger roll, cross over dribbles and one-handed shots. There's tonnes more stuff that I could (and probably should) mention, but you're going to

have to wait for the preview because I need the space to cover Acclaim's other big news this month.

In response to the added threat of the latest Madden game (Let's Get Hi has more details) they're promising that NFL Quarterback Club '99 will eat up the gameplay gap that lay between the two games. Players (myself included) cited unforgivable AI problems and sluggish gameplay as being its biggest downfall, but hopefully these will be sorted for the new version of the game.

The game will feature all 31 NFL teams plus six European giants, an all new polygonal engine, a brand new AI written by the New York Jets Offensive coordinator Charlie Weiss and over 1500 players utilising all the old and 250 new motion captured animations. Oh, and convicted felon Marv Albert has been dumped in favour of play-by-play commentary from ESPN's Mike Patrick and analysis by CBS' Randy Cross.

Hopefully, all this means that the battle between the big two NFL games will be even hotter this year than last. I know all that about QB Club outselling Madden by 3-to-1, but in my eyes EA's effort was the better game. This year, well, it's too close to call.



Official International Competitive Drivers Contract

Clause 1 Subsection C

Never overtake when the
yellow flags are shown.

OFFICIAL INTERNATIONAL
O.I.C.D.
COMPETITIVE DRIVERS

"The best
racing sim
on the N64"
OFFICIAL NINTENDO
MAGAZINE

Undertake
...it's quicker

ocean

Imagineer

NINTENDO 64



...Real time weather conditions,
damageable cars and pit stops
all add to the incredible racing
experience that is the
GT64 - Championship Edition.

GT64
CHAMPIONSHIP
EDITION

Can you pass the N64 driving test?

1998 © Imagineer Co., Ltd. OCEAN IS A REGISTERED TRADEMARK OF INFOGRADES UNITED KINGDOM LIMITED.



Software Ho

Below par publishers should tremble with fear. No shoddy work will be brushed under the carpet like it never happened any more as we take a magnifying glass and examine the track records of just about everyone who thinks they're good enough make N64 games...

To be played this month

Forsaken – Acclaim
Bomberman Hero – Hudson
Powerful Pro Baseball 5 – Konami
NBA Courtside – Nintendo

League points from these games will be awarded next issue

What's it all about?

THE N64 Pro Publishers League Tables have been created to give everyone a better idea of who's got to grips with our favourite machine so far. It's still early days, with many companies having brought out only one or two games, but over the coming months we think it will provide an invaluable guide to who's hot (and who's not) on the publishing scene. It will also give everyone a better idea of just what names they should be looking out for on the forthcoming release schedules.



And it works like this. Each game that is released is assessed by every member of the N64 Pro team and is awarded points on a scale ranging from 3 points for a top class effort, right down to -2 points for a great steaming turd of a game. These points are then totalled up for each publisher and they will either climb or drop down the league tables accordingly. It all works a bit like the football really, only with an ever so slightly more complex scoring system. Anyway, you'll soon get the hang of it...

Key: R = Games Released E = Number of games rated excellent (3 points) G = Number of games rated good (1 point) A = Number of average games (0 points) S = Number of games rated shite (-2 points) Pts = Total number of points scored

N64 Pro Premier League

	Publisher	R	E	G	A	S	Pts
1	NINTENDO	17	6	8	1	2	22
2	Konami	6	2	2	2	0	8
3	Ocean	5	1	4	0	0	7
4	Acclaim	4	1	3	0	0	6
5	Namco	1	1	0	0	0	3
6	Electronic Arts	4	1	0	2	1	1
7	Human	2	0	1	1	0	1
8	THQ	1	0	1	0	0	1
9	Bottom Up	1	0	1	0	0	1
10	T&E Soft	1	0	1	0	0	1

N64 Pro Division One

	Publisher	R	E	G	A	S	Pts
1	CRAVE	1	0	1	0	0	1
2	Culture Brain	1	0	1	0	0	1
3	Ubi Soft	1	0	0	1	0	0
4	Titus	1	0	0	1	0	0
5	Seta	1	0	0	1	0	0
6	Hudson	4	0	0	3	1	-2
7	Take 2	3	0	0	2	1	-2
8	Ascii	1	0	0	0	1	-2
9	Interplay	1	0	0	0	1	-2
10	Video System	1	0	0	0	1	-2
11	GT Interactive	15	0	5	4	6	-7

Note: Where two or more publishers' point totals are the same the number of games released will be used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.

Use Leagues

Hall of Fame

AS you'd expect, at the moment Nintendo clearly rule the roost. But if you're not king in your own kingdom then it's a pretty poor show I suppose. Having a closer look at the numbers you can see that a staggering 82% of their releases are rated either good or excellent by the N64 Pro team! Ocean's record is impressive too, as is Konami's, although they've both actually only released about a third as many games.



Hall of Shame

GT'S performance is made all the more depressing by the fact that they're easily the most prolific third party publisher and have had plenty of chances to redeem themselves. Annoyingly they have the second largest number of good games of any of the publishers, but have easily countered that by releasing more games rated 'shite' than most publishers have actually released in total! Hudson could also do with pulling their socks up.



Star Player ISS 64 - Konami

The best football game on the N64 by a mile. And probably the best football game ever on any system! ISS is still stuck in our N64 (when we're not working really hard that is). It was the first name on our dream team sheet and we can't really see anything beating it in the near future. Apart from ISS '98 of course...

N64 Pro Dream team

If we were to pick a football team made up only of players that had, in a previous life of course, been N64 games, then it would line up something like this.

1 - Wetrix

Our goalie is Ocean's benchmark setting platformer and it's the perfect building block on which any successful side should be built. Will probably be in net longer than Peter Shilton!

2 - Pilotwings

The first of five Nintendo published players to make our 'Dream Team' is Pilotwings. Bags of skill and ability makes for a quality full back

3 - Super Mario 64

Italians always make stout defenders so it no surprise that a stout Italian should walk straight into the team! Mario has tackled all comers with ease so far and his place doesn't look threatened

4 - Fighter's Destiny

FD's superior battling qualities stand it in good stead for a spell grinding out results from the heart of defensive. Unchallenged really and could be around for a while

5 - Madden 64

We've gone for experience over youthful good looks here in choosing Madden over QB Club. This tough tackling American completes our side's terrifyingly solid backbone

6 - GoldenEye 007

The all important creative midfield role goes to what many consider to be game of the year. Able to unlock any defence in the blink of an eye with a subtle twist on an old idea. Devastating talent

7 - Diddy Kong Racing

As far as pacy wingers go they don't come much more talented or skilful than Rare's Mario Kart beater. Leaves lesser games eating its dust by a long, long way

8 - Mystical Ninja

Alongside any creative midfielder every side needs a battler. One with a good brain, but still able to pull off a fancy trick or two. But Ninja's not guaranteed a place with the likes of Zelda causing a stir in the youth side

9 - ISS 64

The star of the show. No N64 Pro Dream Team could be complete without Konami's mind blowingly playable football game at the heart of it. We need say no more

10 - Famista 64

Perhaps a surprise addition because not many people have seen Famista play, but without fail everyone who has thinks it's brilliant! Don't dismiss it lightly

11 - 1080° Snowboarding

Who else could we have put on the opposite wing to DKR than Miyamoto's prodigy? Had it's detractors over recent months with accusations of cheating, but we feel 1080's a misunderstood genius!

Substitutes:

12 - Snowboard Kids - misses out after picking up an injury during conversion

13 - Wave Race - The veteran racer's been upstaged by pseudo-sequel 1080 and can't force its way in

14 - Yoshi's Story - Plenty of silky skills, but shows them all too briefly to get a starting place

15 - NHL Breakaway '98 - It was a toss up between this and Famista and it missed out by a whisker

16 - Mario Kart 64 - Again youthful exuberance in the shape of DKR was chosen over experience. Could well turn out to be a 'supersub' though...



Release Schedule

Check it out! The ultimate N64 Release Schedule, constantly updated and tweaked to ensure that it's the most comprehensive and up to date list you could ever hope to own! Remember, there are many more actual UK releases than shown here – at least 50% will be released here – but actual dates are set very late in the day by THE Games. So don't start panicking...

Key: **Green** - UK Release **Blue** - American Release **Red** - Japanese Release
DD - 64DD Game **Black** - No Specific details

1998

All Star Baseball	Acclaim	May 28
Bust a Move 2	Acclaim	May 28
MLB Featuring Ken Griffey, Jr.	Nintendo/Angel Studios	May 25
Mike Piazza's StrikeZone	GT Interactive	May 30
Carbunkle's Adventure (Puyo Puyo Sun) Take 2		May
Deadly Arts (G.A.S.P.)	Konami	May
Pachinko 365 Days	Seta	May
Tonic Trouble	Ubi Soft	May
Virtual Chess 64	Titus	June 01
GT Racing	Ocean	June 02
Quest 64	THQ/Imagineer	June 15
Chopper Attack (Wild Choppers)	Midway/Seta	June 17
Mortal Kombat 4	Midway	June 23
Rakuga Kids	Konami	June 23
GT 64	Ocean	June 28
Off Road Challenge	Midway	June 29
Banjo-Kazooie	Nintendo	June 30
Dezaemon 3D	Athena	June
F-Zero X	Nintendo	June
World Cup '98	Electronic Arts	June
GEX 2	Midway/Crystal Dynamics	June
Hashire Boku no Uma	Culture Brain	June
Iggy's Reckin' Balls	Acclaim	June

Turok 2 – Seeds of Evil: Everything we've seen suggests that Acclaim's sequel will be all we hoped it would and much more!

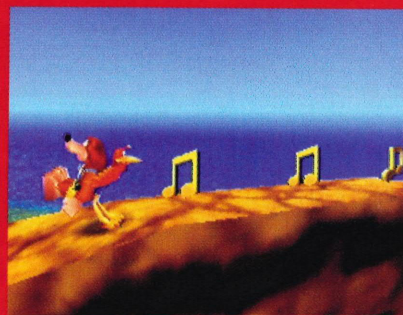


World Cup '98: EA Sports are confident that their latest footy game will break all sales records, and given the phenomenal sales in the past we aren't going to question them! The ISS '98 delay will no doubt help massively too...



Mission Impossible	Ocean	June
Pokemon Stadium	Nintendo	June
Soccer	Parity Bit	June
UEFA Soccer	Ocean	June
UEFA Soccer '98	Ocean	June
Wetrix	Ocean	June
Bio Tetris	Amtex	Q2
Fighting Cup (Fighter's Destiny)	Imagineer	Q2
Forsaken	Acclaim	Q2
F-Zero X Expansion Set	Nintendo	Q2 DD
King Hill 64 Extreme Snowboarding	Kemco	Q2
Last Legion UX	Hudson	Q2
Legend of Zelda: Ocarina of Time	Nintendo	Q2
Let's Smash	Hudson	Q2
Mission: Impossible	Ocean/Infogrames	Q2
Ogre Battle Saga	Nintendo/Quest	Q2
Reckin' Balls	Acclaim	Q2
Rev Limit	Seta	Q2
Rev Limit	Seta	Q2
SimCity 64	Nintendo	Q2 DD
Super Robot Spirits	Banpresto	Q2
VR 3000	Ubi Soft	Q2
WCW Wrestling	THQ	Q2
Robotech: Crystal Dreams	Gametek	July 02
WWF: Warzone	Acclaim	July 14
Superman: The Animated Series	Titus	July 25
Walae Country Club True Golf Classics	Nintendo	July 28
Alice's WakuWaku Trump World - Col. 3 Bottom Up		July
Choro Q64	Takara	July
Flying Dragon	Natsume	July
NBA Basketball (NBA Courtside)	Nintendo	July
Nintama Rantaro 1-2-3	Culture Brain	July
World Grand Prix	Video System/Paradigm	July
Gex - Enter the Gecko	Crystal Dynamics	August 26
Banjo-Kazooie	Nintendo/Rare	August
Earthworm Jim 3D	Interplay	August
F Zero X	Nintendo	August
Jikkyou World Soccer '98 (ISS 2)	Konami	August
International Superstar Soccer 2	Konami	August
International Superstar Soccer '98	Konami	August
NBA Jam '99	Acclaim	August

The next big thing...



Banjo-Kazooie is now just around the corner with Rare still promising to hit their predicted release date of June 30 in the US. And there's little doubt it will have as much impact on the genre as Mario 64 did!



Pokemon Stadium: Faces an uncertain future after yet another 64DD delay

Ultra Baseball 64Culture Brain.....August
NFL Blitz '98Midway.....September
Buck BumbleUbi Soft/Argonaut September
SimCopter 64Maxis.....September
Tonic TroubleUbi Soft.....September
Turok II: Seeds of EvilAcclaim/Iguana.....September
Twisted Edge SnowboardingMidway/Boss.....September
Banjo & Kazooie's AdventureNintendo.....Q3
Beadaman 64Hudson.....Q3
Blades of Steel '98Konami.....Q3
Bombberman HeroNintendo.....Q3
Buck BumbleUbi Soft.....Q3
Castlevania 3DKonami.....Q3
JestOcean.....Q3
Jinsei 64 Mezase! Resort KingTaito.....Q3
Knife EdgeKemco.....Q3
Konami Hockey '98Konami/KCEO.....Q3
Last Legion UXMindscape/Hudson.....Q3
Legend of Zelda: The Ocarina of TimeNintendo.....Q3
Nushi Tsuri 64 (Master Fishing)Pack-In Soft.....Q3
Robotech: Crystal DreamsGametek.....Q3
Space CircusOcean.....Q3
VR Pool 64Crave.....October 02
1080° SnowboardingNintendo.....October
Extreme G 2Acclaim/Probe.....October
Fox Sports College Hoops '99Fox Sports.....October
Knife EdgeKemco.....October
Space Station: Silicon ValleyDMA Design.....October
Space Station: Silicon ValleyBMG/DMA.....October
Legend of Zelda: The Ocarina of TimeNintendo.....November
Onegal MonstersBottom Up.....November
Rat AttackMindscape.....November
Roadsters '98Titus.....November
Rush 2: Extreme RacingMidway.....November
Bakujou Monogatari (Harvest Moon 64)Victor/Pack-In.....December
Bass HunterTake 2.....November
Aces of the UNVideo Systems/Paradigm.....Q4
Akumajou Dracula 3D (Castlevania 64)Konami.....Q4

One to watch...

By all accounts Konami's Rakuga Kids is shaping up very nicely indeed. It's a quirky beat-'em-up animated Parappa the Rapper style and should be a good laugh when it's released



Cruis'n WorldNintendo.....Q4
Dual HeroesHudson.....Q4
Duke Nukem: Time to KillGT Interactive.....Q4
Fighting Force 64Eidos.....Q4
GroundwaveCyclone Studios.....Q4
Legend of the River King 64Natsume.....Q4
Lode Runner 64Bandal.....Q4
Micro MachinesCodemasters
Milo's Bowl-a-RamaCrave.....Q4
NBA In the Zone '99Konami.....Q4
NBA Live '99EA Sports.....Q4
Quest for CamelotTitus.....Q4
Rogue Squadron (Star Wars)LucasArts
RugratsTHQ.....Q4
SanRio Time Net WorldImagineer.....Q4
ShadowmanAcclaim/Iguana.....Q4
Twelve Tales: Conker 64Rare.....Q4

1998 (specific dates to be announced)

64 SumoBottom Up
Body HarvestNintendo/DMA
Bottom of the Ninth '98Konami
Blades of Steel 2Konami
Buggle BoogieNintendo/Angel
California SpeedMidway
Carnageddon 2Stainless
Conker's QuestNintendo/Rare
Command and Conquer 3DWestwood Studios
Cavalry Battle 3000Nihon System Supply
Deep BlueKonami
Derby StallionParty Bit/Marigul DD
Doubutsu Banchou SaruBrunel/Marigul DD
Dragon StormMGM
DTGame Studio/Marigul DD



Mortal Kombat: Midway are promising lashings of blood and mutilation in a pseudo 3D environment. Nice

Release Schedule

▶ Elftale (Quest 64)	Imagineer
Fire Emblem 64	Nintendo/Intelligent Systems
Fishing	Nintendo
F1 Racing '98	Ubi Soft
Fushigi no Dungeon	Chunsoft
F Zero Expansion Set	Nintendo DD
Golf	Nintendo
Golden Nugget 64	Virgin
Hiryu No Ken Twin 2	Culture Brain
Hybrid Heaven	Konami DD
Hype: A Time Quest	Ubi Soft
Jissen Pachislo Hissyouhou	Sammy
Jungle Taitei (Emperor of the Jungle)	Nintendo
King of Pro Baseball 2	Imagineer
Kirby's Air Ride	Nintendo
Kiratto Kaiketsu! 64 Tanteidan	Imagineer
Knife Edge	Kemco
Kyojin no Doshin	Param/Marigul DD
Legend of the River King	Natsume
Legend of Zelda DD	Nintendo DD
Lego Racers	Lego
Macross (Robotech)	Tomy/Gametek
Magic the Gathering: Armageddon	Acclaim
Mario Artist: Picture Maker	Nintendo DD
Mario Artist: Polygon Maker	Nintendo DD
Mario Artist: Talent Maker	Nintendo DD
Mario Artist: Sound Maker	Nintendo DD
Makamura 64 (Ghouls 'n' Ghosts)	Capcom
Micro Machines	Midway/Codemasters
Mission: Impossible	Victor
Mother 3 (Earthbound 64)	Nintendo DD
Namco RPG	Namco
NBA Fastbreak 64	Midway
Need for Speed 64	Konami
Nightmare Creatures	Activision
NFL Quarterback Club '99	Acclaim/Iguana
Nushi Tsuru 64 (Master Fishing)	Pack-In Soft
Paperboy 64	Mindscape
Pikachu Genki De Chu	Nintendo DD
Pocket Monster DD	Nintendo DD
Pokemon Snap	Nintendo DD
Powerslave 64	Lobotomy
Powerslide	Emergent
Pro Shinan Mahjong	Culture Brain
Puzzle Bobble 64	Taito
Rockman Dash (Mega Man)	Capcom
SimCopter 64	Electronic Arts DD
Sim City 64	Nintendo DD
Smurfs 64	Ocean
Snowspeeder	Imagineer
Spooky	ICE
Street Fighter	Capcom

Forsaken: Acclaim's take on Descent should be hitting the shops very soon now. And if Mark's to be believed then you should all be waiting outside



Zelda 64: The long wait continues for the potential greatest game of all time

Super Mario 64 2	Nintendo DD
Super Mario RPG 2	Nintend DD
Super Real Island	Imagineer
Teo	Fujitsu/Marigul DD
Toejam & Earl 64	TJ & E Productions
Tonic Trouble	Ubi Soft
Tornado	Factor 5
Turok 2	Acclaim/Iguana
Untitled RPG	Namco DD
Ultra Descent	Interplay
Ultra Donkey Kong (Donkey Kong Country 64)	Nintendo/Rare DD
V Rally 2	Ocean
Wayne Gretzky 3D Hockey '99	Midway
WCW Wrestling	THQ
Wild Choppers	Seta

1999

Caesar's Palace	Crave/Player 1 Q1
Harvest Moon 64	Natsume Q1
Jungle Bots	Titus Q1
Destreger	Koei Q1
Blue Brothers 2000	Q2
Hercules: Legendary Journeys	Titus Q3
Quest for Camelot	Titus Q3
Xena: Warrior Princess	Titus Q3
Daikatana	Ion Storm Q4

1999 (specific dates to be announced)

Exhumed 64	Crave
Gauntlet 64	Midway
Looney Tunes: Space Race	Ocean
Nuclear Strike	THQ
Project Cairo	Crave Entertainment DD
Road Rash 64	THQ
South Park	Acclaim

Hardware

Nintendo 64 Mouse	Nintendo	July
64DD	Nintendo	Q3
64DD	Nintendo	1998 (TBA)
64 GB Pak	Nintendo	1998 (TBA)
Capture Cartridge	Nintendo	1998 (TBA)

Nothing's moving on the hardware front this month. The date for the DD release remains vague, and as a result there's nothing concrete on any of its many innovative sub add-ons



No matter what some clowns may have you believe, the review section is the most important part of any games magazine. Ours is no exception. So let us explain exactly how our reviews work

US Import

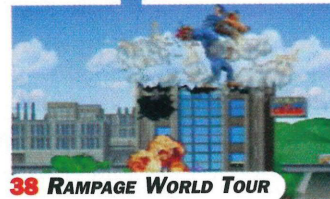
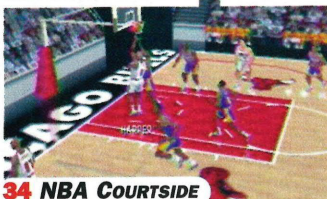
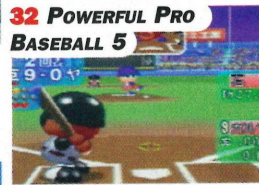
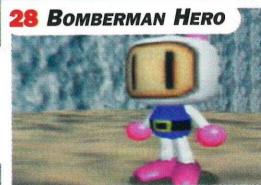
Anything scoring over 89% is basically a must buy and **we don't give out nineties lightly!** These are the games that grace the N64 console, will entertain you for months and are well worth the money, hence being awarded with N64 Pro's own unique boot-print Stamp Of Approval



Four expert video game journalists' opinions with over 80 years' gaming experience between them are squeezed in at the end of every review – the email address of the main reviewer is printed along the edge for **instant reader response**

There's one opinion from a reader who gets an all-expenses paid trip to see just what goes on in the N64 Pro office for a day. This person could, of course, be you. Write to **Reader Reviews, N64 Pro, IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP** telling us why it should be you and we might just be in touch

Forsaken – girls on bikes and lots more besides. Exclusive official review



Turn the page NOW for this month's reviews



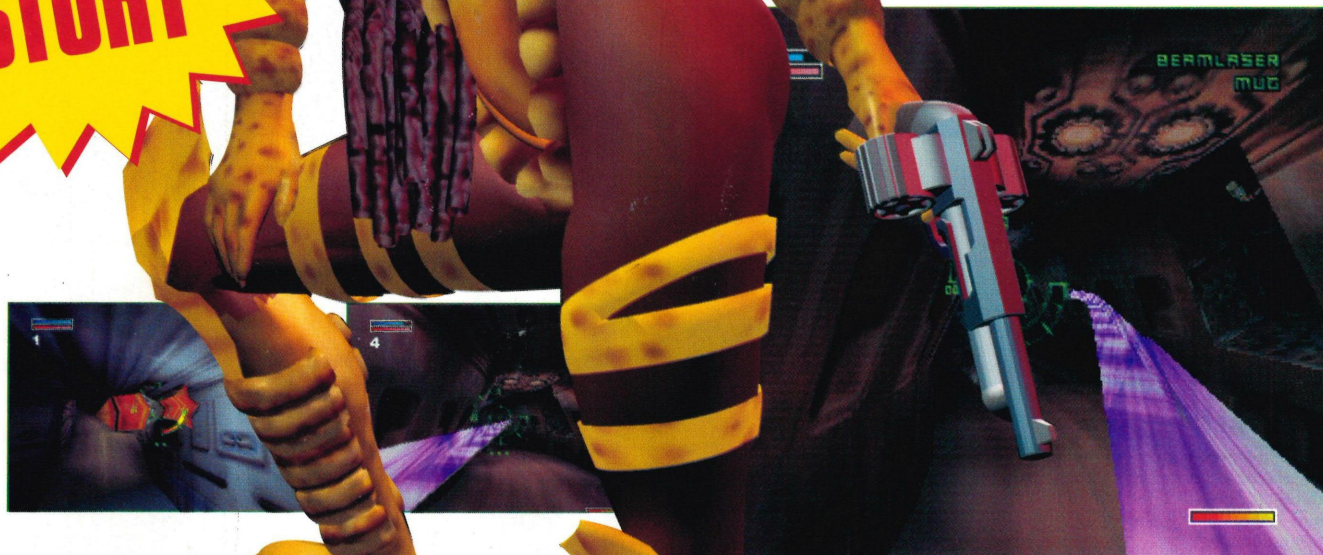
Mark: Likes shoot'em-ups.
Favourite N64 game –
GoldenEye 007. Hates
SimCity type games.
Looking forward to
Zelda 64

Forsaken 64

A subterranean shoot'em-up that's flying high

COVER
STORY

Take Quake, give it a facelift, shove in flying motorbikes, tart it up in every way physically possible and then you're talking one hell of a game



VIDEO GAMERS argue about a lot of things. PI**Station versus N64, Crash versus Mario and whether still having the hots for Lara Croft and her triangular body is normal or a bit sad. But the one thing they all agree on is that in the future the world will be turned into a mechanised hell populated by death dealing robots with nothing better to do than fly around trying to destroy any remaining humans.

Forsaken takes on this predictable vision of the future, so don't expect much by way of storyline. The year is 2113 and everything's gone a bit pear-shaped. The world is black, the water's poison, the men are armed to the teeth and the girls are... well, the girls are still fit, so it isn't all bad.

After our home-made Armageddon there's a good living to be made making forays back to Earth stealing whatever's left lying around. Imagine Liverpool docks on a global scale and you'll be on the right track. You take control of one of these mercenaries and head to Earth to grab some loot and cause as much damage as possible. All the





Fire a rocket and a blue trail leads you to the carnage



It's the Titan weapon. Also known as a bloody big bomb

The Characters



Clark Gulver is a good all rounder



Earl Sleek is fast, but lacks punch



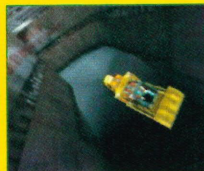
Foitoid sounds weak, but is hard as nails



Beard has a neat bike with sidecar



Nim Soo Sin has a mini-skirt distraction



Trucker's got no style in his JCB

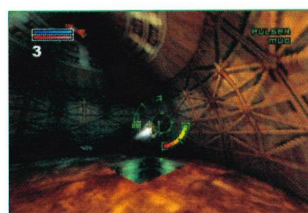


LA Jay is a flashy bastard with no style



Lokasana is so fast you hardly notice her

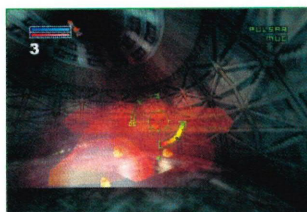
Manmek: The blue lightning warns me that something nasty is coming my way. Dodge and fire to kill it



Check out the lighting effects as I fire a Titan at the enemy...



...The glow of the engine lights up the walls of the room...



...and the resulting explosion is pretty impressive



time fending off both the metal boys and other mercenaries.

Forsaken is a first-person shoot'em-up like GoldenEye, but instead of running around on your feet you get to ride a hovering Pion-cycle. Something of a cross between a Harley Davidson and the Jetson's family car, fly around in this and the sky (however black and poisoned) becomes the limit.

The first thing that sets Forsaken apart from the opposition is the ability to go wherever you want. Corridors can go vertically as well as horizontally, exits from rooms are just as likely to be on the ceiling as on the wall. You really get the impression that you're flying around a huge 3D maze. The freedom of movement is astounding, and if it wasn't for the nasty little robots blasting you to pieces, you could have a lot of fun just leathering it around. If you ever played Descent on the PC then you'll know it was great, but it had its problems. Forsaken has fixed them so you no longer get quite so lost as you did in Descent, the

levels have more detail to them and your Pion-Cycle automatically levels itself out, so you're always the right way up.

Renounce your faith

Right from the start you know you're playing something special. Now we're used to seeing fairly spectacular stuff on the N64, but nothing can prepare you for the visual feast of Forsaken. The levels are beautifully designed in a Aliens-style with lots of dark metallic tunnels to fly down. The enemies are also pleasing to the eye and although

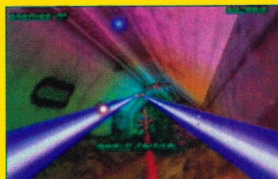


Blood stains abound after you kill other mercenaries

Forsaken 64



A Selection Box of Fire Power



The Beamlaser is the most powerful weapon you get



The Pulsar starts off weak, but soon builds up strength



The Suss Gun is a machine gun with homing bullets

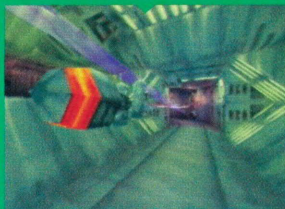


The Trojax gets stronger the longer you press the button

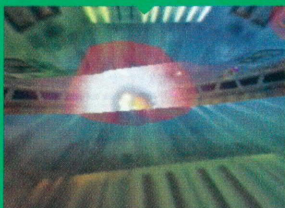
Titanic Explosions



A Titan bomb is launched



It heads down the tunnel



Another robot bites the bullet



The blue pods spin around your ship and fire extra bullets

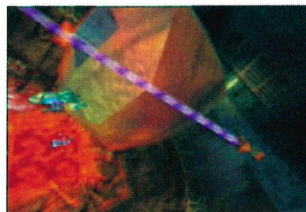
► there's not much animation they slide around with fluid movement as they throw an assortment of guns and rockets in your general direction. Not only does it look good, but the movement is silky smooth as well. The framerate is incredibly high and everything stays fast and fluid no matter how many enemies begin to appear. Even the four player mode hardly suffers from any slowdown.

The one thing that really sets Forsaken apart from other shoot'em-ups (or any other N64 game for that matter) is the realistic lighting effects being used in the game. Fire a rocket down a tunnel and the glow from the engine fire lights up the walls as it heads off. Start firing your laser and the whole room bursts into life with flashes of light as the laser beams fly around the level. You can even tell where the enemies are by looking out for the tell-tale glows far off in the distance. It really is a stunning effect and the static screenshots in this review don't do it justice. This is without a doubt the best looking N64 game to date.

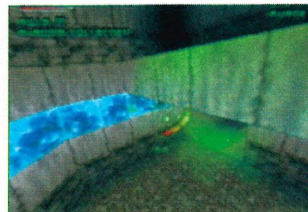
Psalm 21: death by shrapnel

To compliment these visuals there's lots of pseudo jungle-techno tracks hammering on in the background adding vital futuristic atmosphere to the game. Although I found the music did need turning down a touch as it was drowning out the sound effects. There's a fair amount of speech as well, especially at the start of the game. And although it's a bit hammed up (to say the least,) it's nice to hear that a lot of speech and decent music is making it into N64 games.

Although graphics and sound are important, they aren't everything and it would all have gone to waste if the gameplay was dirt. Fortunately, Forsaken is a great game to play. The controls are suited perfectly to the N64 control pad and although there's a lot of buttons for moving around, with a bit of practice you'll feel in full control



The rockets leave a blue trail behind them as they fly off



The tell-tale green glow means that something's in that tunnel

of your Pion-cycle moving around with ease. There are four different control schemes and I choose the one closest to Duke Nukem's where you use the control stick for looking around, the A, B and C buttons for moving around and the Z trigger and R button for firing. It's quite a lot to take in at first, but give it time and you'll soon be flying around and tearing apart the opposition.

Acclaim has paid serious attention to the artificial intelligence (AI.) Unlike other shoot'em-ups where the enemies just seem to blunder around, the bad guys in Forsaken are quite crafty. They move deftly around dodging your fire and when a formation attacks they all split up and try to move around and encircle your craft. You'll often find yourself attacking one enemy whilst the other suddenly gets behind you and opens fire. If you don't keep dodging around you'll soon find your shields running down.

In many respects the AI is even superior to that of GoldenEye. Those of you who've taken control of Bond (and there can't be many N64 owners who haven't) will know the trick of firing a few shots

Taking out a Metatank: These flying tanks pack lots of guns





These little tanks are easy to smash up with a good weapon

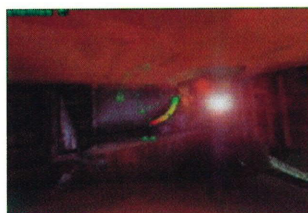


There's a lot of detail on the walls as you fly around

into a corridor and waiting for the bad guys to come running out straight into your stream of bullets. Well that trick won't work in Forsaken. The computer ships are far too clever, staying put when you try exactly the same trick on them. After a while one of them will poke its head around the corner and fire a few shots at you before ducking back around the corner. If you decide to do a 'brave Sir Robin' and run away they will slowly spread out and sweep the level to hunt you down.

Crazy like a Foitoid

The AI of the enemies varies depending upon the type of baddies you are up against. The early ships are a bit slow and cowardly, tending to stay and hide unless they are in groups. Later on they get increasingly bold and cunning. Occasionally you come across boss robots such as the Manmek. These don't even bother hiding from you and use



The room lights up red as a cannon starts firing at me

Use the D-pad to choose your weapons

Use the control stick to look up and down and turn left or right

The Z trigger fires your primary weapon

The R button fires your secondary weapon

Use C-up to go straight up

Use C-left and C-right to strafe left and right

Use C-down to go down

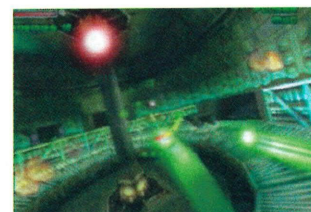
Press A to go forwards

Press B to go backwards

their superior strength to try and blow you apart. Fortunately, their arrogance is also their weak point as with a bit of lateral thinking you can dodge their weapons and take them down.

The most fearsome enemies are other mercenaries like yourself who are armed to the teeth and equipped with Pion-cycles every bit as fast as your own. Being of sound business minds they aren't too keen on you cutting in on their profit. Fortunately they aren't as common as the average mechanical robot otherwise you'd really be in trouble.

It can all be a bit much at first as you tend to get shot up by the enemy who will slowly whittle you down by sheer numbers. To really get ahead in Forsaken you have to forget what you learnt in previous shoot'em-ups and develop new techniques for destroying your opponents. You have to poke around corners to see who's there, learn dogfighting techniques such as circling an enemy to confuse

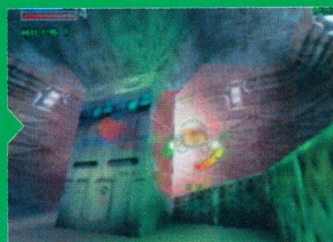


At times the graphics are nothing short of astounding

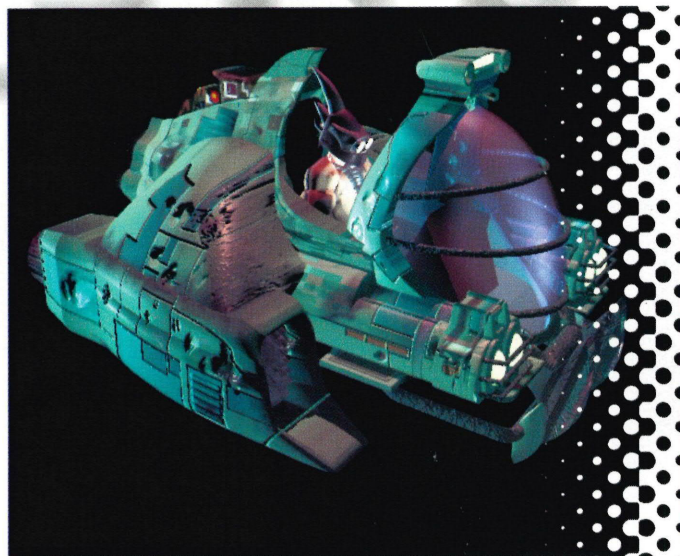


The Temple level has you flying around torch-lit tunnels

and missiles. Head underneath it and use your laser

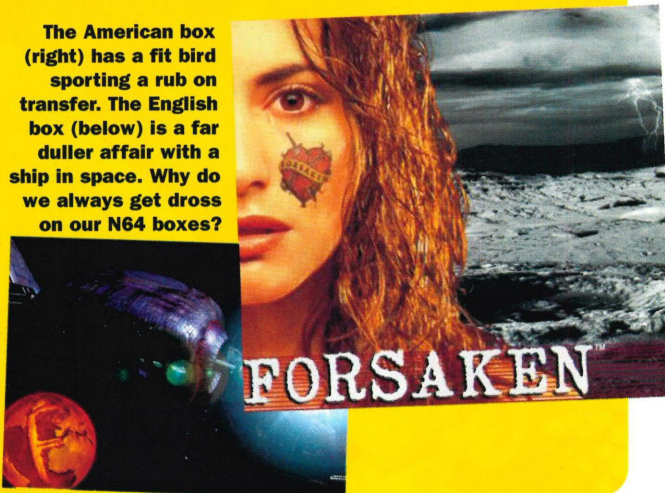


Forsaken 64



Boxing An American Affair

The American box (right) has a fit bird sporting a rub on transfer. The English box (below) is a far duller affair with a ship in space. Why do we always get dross on our N64 boxes?



The enemy cannons are tough and have a mighty kick

them. To really get the upper-hand though you must learn how to use the weapons available. Even though you're grossly outnumbered the real advantage you have is a vast arsenal of destructive weaponry hidden throughout the levels. Your standard laser is a bit rubbish, but find a few upgrades and it becomes a mean tool of destruction. To cause some real robotic carnage you have to get the better weapons such as the Trojax which build up power as you hold down the fire trigger, the Suss gun that's a classic machine

gun, the Transpulse which bounces off the walls and heads towards an enemy, or the Beamlaser which is a good old-fashioned straight laser that cuts through your opponents.

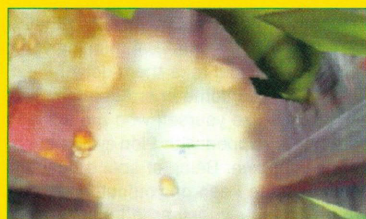
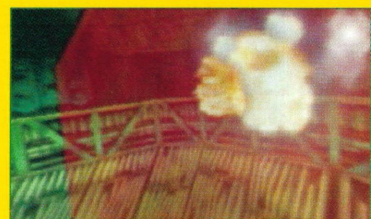
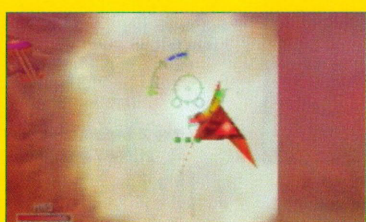
Added to the guns are a selection of mines and rockets. The rockets come in many shapes and sizes from the MUGs that fire in a straight line to the Solaris that will follow your opponents around no matter how fast they fly. You can also use a Titan bomb for utter destruction (just don't hang around for it to go off!). Mines come from the pretty useless type that just sits around waiting for the first idiot to collide with it, to my personal favourite weapon, the Pine mine that hangs around firing rockets at any enemy in the vicinity. Try hiding a few in the corners of rooms and wander off to watch your kill count go up as the robots inadvertently wander into your room of death.

Dante was a pansy

Forsaken has a fair number of levels to work as well. You get to save your game every five missions although you will need a controller pak. One thing I wasn't keen on was losing lives throughout the level and then saving my game with only one or two lives left. This meant that I either had to do the next five missions (or indeed the rest of the game) with one life, or go back and do the last five levels without losing as many lives. This meant a lot of redoing earlier levels when really I just wanted to head on into the game.

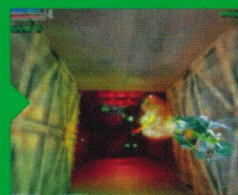
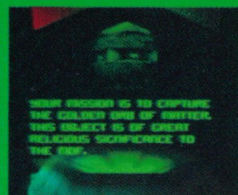
On the other side of the coin, the lack of a simple save option means that you can't accuse Forsaken of being too easy, which is good news for its lastability. There's often a mission based theme to the levels, although in many ways this is a more simplistic shoot'em-up than GoldenEye.

Top Explosions



Forsaken is good stuff for arson enthusiasts. The explosions are truly stunning as entire rooms explode into flames. Just get out of the way!

The Golden Orb: one of the best missions in the game. You get to fight against four other mercenaries for possession of



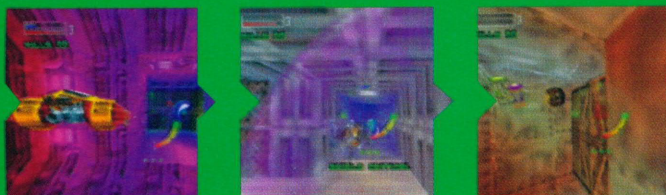


Sometimes the mission is to find an object or damage a huge boss ship, but often the missions are simply to clear an entire level of baddies. Being a more straightforward shoot'em-up has both its ups and downs. Forsaken is a lot of fun, but you never feel quite as involved as you do in GoldenEye. Then again, with the exception of GoldenEye, this knocks spots off every other 3D blaster I've seen on the N64.

Multi player games are taken care of with up to four players being able to fight it out in a deathmatch. The multi player game is great, but with the controls being so difficult for beginners it's not until everyone has got to grips with the controls that they stop saying things like "where the hell am I, what's going on" and "oh! I'm dead". One nice feature about the deathmatch is the ability to include computer controlled players (or 'bots' as they're known.). These bots can really add to a two player action and personally I'd like to see them included in every multi player game.

Forsaken is a different game to GoldenEye, so perhaps the constant comparison is a bit unfair. This is a great shoot'em-up with amazing graphics, lots of gameplay and a fair challenge. You really can't ask for more in a game and for those of you who still like to argue with your P1**Station chums, you'll be pleased to hear that I've just played the P1**Station version and it sucks in comparison. What a shame eh! ●

the orb. They all fight with the skill of a human opponent



N64 Score

STAMP OF APPROVAL

SHOOT'EM-UPS as good as this are few and far between on any system. The graphics are nothing short of astounding with fantastic detail, huge explosions and gorgeous lighting effects that (literally) make this game shine. The controls are perfectly suited to the N64 control pad but they take a while to get used to. Once you've got your head and fingers around all the different buttons you have an amazing amount of control and an unsurpassed freedom of movement. The one player game will have you shooting for a long time before you finish it and the multi player game is one of the best I've ever seen. Quake 64 can take its ponny rocket launcher and shove it where the sun don't shine for all I care. Forsaken is the king of shoot'em-ups and will probably stay that way until the people who made Forsaken finish programming Turok 2. Great stuff! **MARK**

● **ALEX** Letting Mark loose with a game review normally means the game's crap. Forsaken, however, is a glorious exception to that rule and something you really have to try out yourself - the screenshots don't do it justice

● **STEVE** Not my bag at all this. I hated Descent so I suppose it's not that big a shock that Forsaken didn't exactly set my gaming world on fire. It's alright but I'm reluctant to be any more enthusiastic than that

● **NOELY** I've been too busy to give this game the time and attention it deserves. I really liked Descent and this takes that game on to the next level. Acclaim games are rapidly becoming the best looking games on the N64

● **READER REVIEW** What can I say? The graphics are fantastic and this game is nothing short of amazing. I'm gonna buy this as soon as I can and you should too
Lisa Middleton, Ormakirk

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



92%

SOFTWARE HOUSE LEADER
3
pts
SOFTWARE HOUSE LEADER

Bomberman Hero: Qu

Bomberman has waited years for a 'jump' and now he's

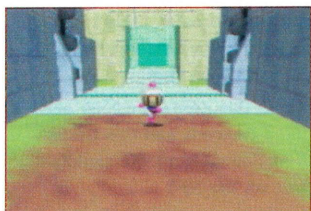
Bomberman's latest incarnation on the N64 marks a complete departure for Hudson from the game's original concept. Gone is the multi player mode that began the saga and in comes a 3D exploration/platform game similar to Mario 64



I'll need to deal with this guy if I'm to progress any further



My Japanese isn't what it was, but I think this guy's friendly



Tons of fancy cut sequences show you rushing into action



The icon to your left increases your bombs for the foes ahead



This screen shows the various stages on each of the worlds

IF YOU WERE to devise a formula for designing a successful video game, one of the key components would be the need for a strong main game character. Eldos have their Lara Croft, Sonic helped Sega achieve success and then obviously Nintendo have Mario. The latter is a perfect example of how a strong character, if marketed correctly, needn't appear in just one form. From 2D platforms in the Super Mario series, to go-karts in Mario Kart, and in full 3D in Super Mario 64.

The plumber's talents are many and varied, and other Nintendo game characters have similarly made the shift, most notably Yoshi. It is perhaps unsurprising then that Hudson has taken note and decided to give it's own video game star a run out in a different guise. Easy thought Hudson: take one equally cute (if not cuter) character in the form of Bomberman, put him in a 3D adventure and Bob's your uncle, you have the next best thing to Super Mario 64. Well it's a pretty good theory, but let's find out whether the reality is anything like as successful?

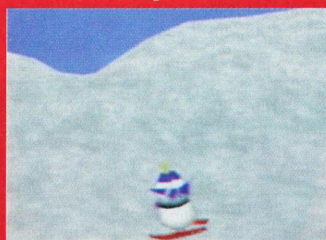
One of the problems with Bomberman 64 was that it tried to be all things to all men. On the one hand, the game tried to build on the original multi-player maze game concept, by moving it from the 2D realms into the great wide world of 3D. At the same time, the game had a second exploration mode, undoubtedly inspired by Mario 64.

The problem though was that the game largely failed on both fronts. The multi player game was a huge disappointment. By adding an extra dimension to the multiplayer game, Hudson managed to lose the simplistic playability of the original 2D classic. Admittedly the other game mode was an interesting attempt at a Mario 64 inspired adventure for Hudson's explosive hero, but again, fans of the original remained unimpressed.

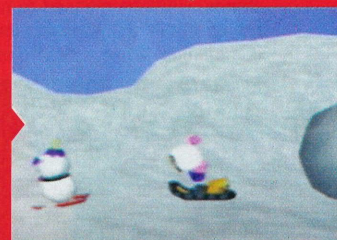
Pyromaniac role model

So it may seem strange that Hudson have chosen to use the 3D exploration mode from Bomberman 64, as the inspiration for our flammable friend's latest antics in Bomberman Hero. This time Hudson has concentrated solely on the game's one player mode, with no sign whatsoever of any multi player mayhem, making the game unrecognisable from the original Bomberman.

The intro sequence shows a bizarre chase sequence with



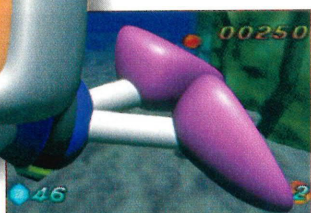
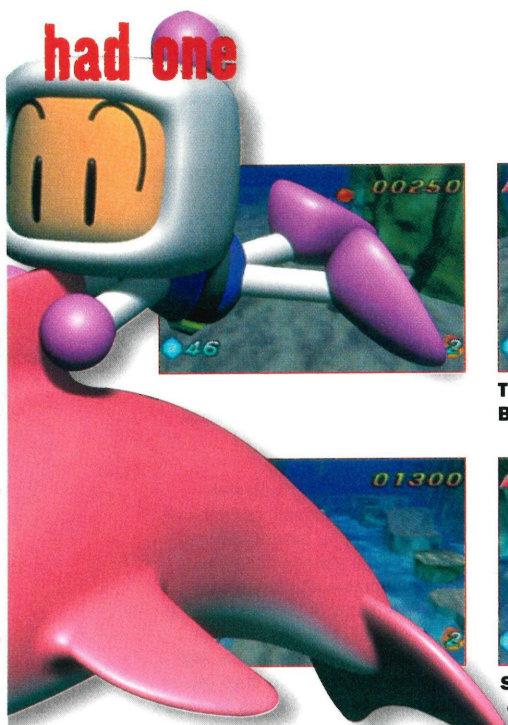
This snowman has a quick look behind to check on his pursuer



Bomberman looks as though he's bound to catch the snowboy

een Milian's Rescue

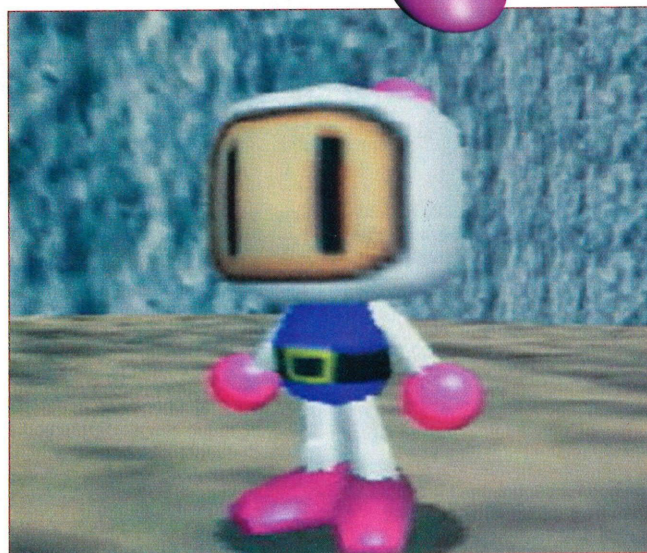
had one



The end looks nigh for our Bomberman methinks



Some of the effects on the explosions are excellent



On first impressions, Bomberman Hero appears to be no different from Bomberman 64. The game takes place in a 3D polygonal setting similar to Bomberman 64. The action is grounded on five worlds and as White Bomberman you must explore up to seven locations within each world.

As you would expect from a Bomberman title, you use bombs to take out enemies whilst various other power-ups can be found littered around the 3D environments. As in the earlier games, you can kick, punch and throw bombs at your opponents, but among the new abilities you have is the ability to jump (Bomberman of old wasn't able to jump you may recall).

Barnes' bouncing hero

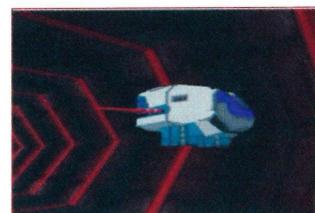
You also collect bomb icons to increase the number of bombs, flame icons to increase their range, hearts to increase your health meter and gold hearts to boost it to max, and there are 1-ups

for extra life. In Bomberman Hero however, you've also got extra powers. Holding down the B button for several seconds causes your Bomberman to spin his arm around in a circular motion. When you let go, you release several bombs at once. In addition, you can collect remote controls to remotely detonate bombs using the Z-Trigger. And as if that's not enough, there are fire suits, salt bombs, power gloves and various other power-ups that can be collected to help your cause.

Boombastic, super fantastic

So there's much that's different, but the real differences concern the way the gameplay in general has been improved. Bomberman Hero has a greater number of enemies and they're much tougher than the opponents in Bomberman 64, which in truth was a little easy and pedestrian. Conversely, in Hero the action is not only tougher, but far more varied than in the first game.

When it comes to the design of the game there are some extremely nice touches. One of the levels requires you to navigate a treacherous cliff face by leaping from one outcropping of rock to another. At the top of the cliff your task is being made much harder by several enemies formed from living rock. These rock creatures (which are extremely well characterised) hamper your attempts by pounding the cliff top with their fists. Their blows loosen large boulders which then topple down the cliff face and if you're not careful will make



The intro sequences really help to move the story along

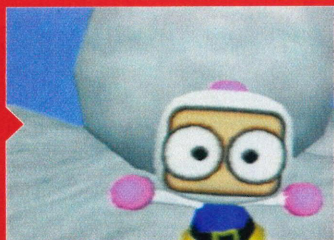


The underwater section sees you battling against marine life

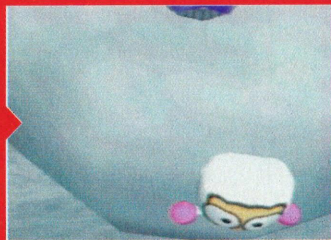


Bomberman's got a serious case of 'crabs'. Ouch!

Bomberman, a Snowman and a Snowball.



But hang on, what's this? They're both about to be snowballed



And so Bomberman and Snowman come to a snowy end

Bomberman Hero: Queen M



These underwater stone slabs are fairly easy to despatch



It's a good job Bomberman can jump, so he can get this jewel



This huge menacing looking bomb will reveal a secret



Some of these tornadoes are deadly, some are helpful



► mincemeat of your rock climbing Bomberman. As if that wasn't hard enough, the level is also littered with various enemy 'knives.' Again these enemies are excellently characterised with evil grinning faces and as an added touch, they thrust towards you in menacing fashion emitting a high-pitched screech. A sound that is very reminiscent of the screeching noise in Psycho, and surely a doffing of the hat to the great Hitchcock classic. Oh, and once you've successfully navigated both the knives and the rockmen there's an even larger and tougher Rockman Boss to dispense with.

Mr 'Bomberman' Ben

Such inventive little touches and marvellous attention to detail are what makes Bomberman Hero such an enjoyable game. Your character even dons different outfits throughout the course of the game. There's an underwater section which sees you wearing an underwater propeller suit whilst shooting marine life, further on you jump aboard a snowboard and must evade surreal teddy bear like adversaries on snow scooters, and later still you even get to use a jetpack outfit.

Okay, so these different suits are only mild diversions from the rest of the action, since the snowboard version is certainly no 1080

Snowboarding, but they are entertaining and it's touches such as this that help to make the game an extremely

varied challenge.

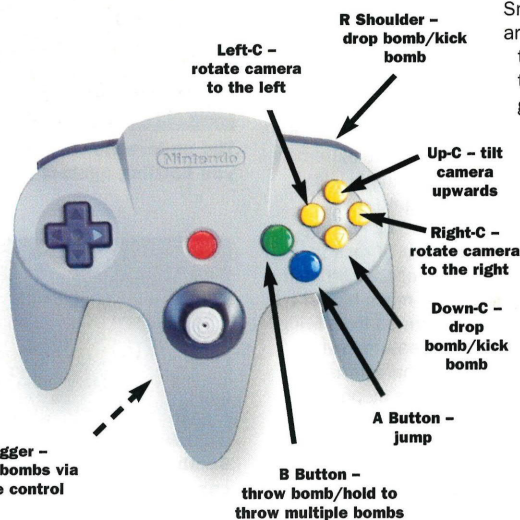
Speaking of challenge, with five worlds and up to seven locations on each (making up around 30 levels in total), the game offers a not inconsiderable challenge to gamers. Most of the major levels have end of level bosses with varying degrees of difficulty and toughness that aim to stop you in your tracks. Some of these Bosses have been wonderfully realised. There's a large spinning statue firing lasers, a mousy lady with a whip and giant crustaceans to name but three.

Snuffed out

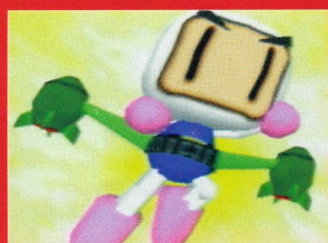
The game has also been designed in such a way that you are given a total for finishing each level depending on how many items you collect. It appears that to complete the quest you must re-enter levels you have already visited in order to achieve a maximum score.

It's an excellent feature that works well having been borrowed to some degree from previous Nintendo platform game classics, such as the Mario series and Yoshi's Story.

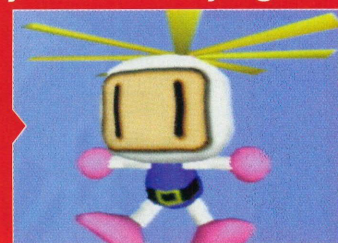
On first glance and to hear it described in this way you might be forgiven for thinking that it's on a par with Super Mario 64. Indeed, our Art Editor Jim



Below are the weird and wacky vehicles which you get to



BomberJet



BomberCopter

ilian's Rescue



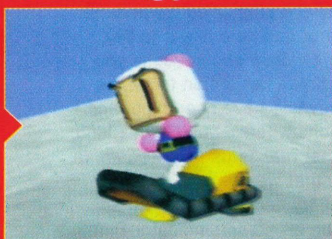
(who is unhealthily fond of Hudson's combustible chap) said, after hearing me deliberating over a score for Bomberman Hero, "If you stuck a red beret on him you'd be talking about 90 odd percent." He is wrong of course, but then that's why he sticks to designing these hallowed pages and leaves the tricky job of reviewing the games to those of us who are more knowledgeable about these things.

A short fuse

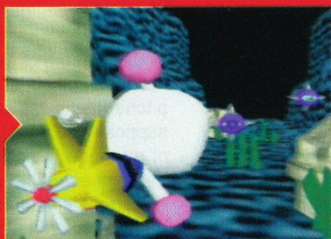
In truth, Bomberman Hero is nowhere near as inventive, as engrossing, as challenging or as downright addictive as Super Mario 64. Nor does it have as much depth of gameplay, as much freedom of movement, or as much long term challenge. But to be fair, Super Mario 64 is an unjust yardstick. Bomberman Hero has most of the ingredients listed above, albeit in smaller doses. All in all, it's not a bad little outing for our Bomberman friend.

Bomberman Hero is inventive, entertaining, challenging and a thoroughly enjoyable adventure, that just lacks that little something to make it truly exceptional. With this latest offering, as well as Bomberman Wars on PS2 (a kind of Final Fantasy Tactics Bomberman style), Hudson seem to be in the process of turning an instantly recognisable explosive character into a video game icon. After all, they must feel if Nintendo can do it with a hyperactive plumber, then why not Hudson with a crazed bomber? ●

control during your adventures in Bomberman Hero



BomberRider



BomberMarine

N64 Score

OKAY, SO Bomberman Hero is no Super Mario 64, but

without ever being truly awesome it largely manages to be perfectly playable and a fine addition to the genre. The game has loads of nice touches and entertaining levels, many excellently characterised enemies and some even better end of level bosses. And there's more long-term challenge than say Chameleon Twist, (although we're probably still only talking about a few days to complete). If you like 3D platformers such as Super Mario, Chameleon Twist, and the like, then you could do a lot worse than fork out for this. If you are enjoyed the single player section of Bomberman 64, then you're sure to enjoy this successor that's in a similar vein, except that it's bigger and better. However, I'd probably advise you to hang on for a UK (and hopefully cheaper) release. **NOELY**

● **ALEX** A marked improvement on the disappointing Bomberman 64. Rather than 3D-ify the SNES top-down Bomberman, Nintendo have gone for more of a Mario 64 approach – and you know what? It works a treat.

● **STEVE** It's better than the first one and even pseudo enjoyable. Although it's a platform game – my favourite genre – I'm more of a 2D platform boy at heart. Not as good as Mario 64 by a long chalk

● **MARK** Much better than the first attempt, but I still miss the frantic playability of the original. Running around a maze blowing up your mates is far more fun than this. Go on Hudson, release Bomberman 2000 on the N64

● **READER REVIEW** This is a bit more like it. Bomberman 64 was a bit bland, but this is a definite step in the right direction. I could certainly see myself buying it.
Malcolm Bingham, Bristol

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



83%

Powerful Pro Ba

Konami take a swing at their baseball competitors...

Baseball? Not another baseball game! I can't take it any more!

Somebody please put me out of my misery and shoot me...



Anyone who's seen the last one will know this is identical



Running between bases is a cinch with the camera buttons



Fielding is vastly superior to Namco's Famista 64



You'll soon learn to capitalise on fielding errors

IT SEEMS like I only ever write about baseball these days. If it's not all All Star, it's Ken Griffey. Or perhaps Mike Piazza. And

that's not even mentioning Namco's Famista, which is perhaps more relevant to Powerful Pro Baseball 5 because two distinct camps seem to be setting themselves up – one of serious simulation, the other of cartoon-like arcade action. Or, as it's more commonly known these days, big head baseball.

We gave Namco's debut effort a Stamp of Approval and found that most of the other magazines followed suit, which should prove that this type of hydrocephalus gaming does appeal to us Western gameplayers, but the Japanese are having none of it. And therefore the cutesy sizeable cranium variety of baseball game, of which PPB5 is a victim, looks set to remain the domain of our friends in the East, for at least the foreseeable future.

Bloaty head quarantine

This is a shame because some of the biggest names in games are depriving the rest of the world of some of their better output (and in Namco's case only output!). I should say at this point though that Powerful Pro Baseball 5 is a long way short of the excellence of Famista 64 and indeed is not up to Konami's usually superb standard.

As far as I can tell there are no significant differences between this and PPB 4 which I reviewed in Issue 6's Import Round-Up – bear in mind though my Japanese is about as strong as Stephen Hawking's would be were he to take part in a tug of war contest – so unless the language barrier is causing me to overlook some fabulous new features, its purpose as a sequel is already called into serious question.

Before you all go scurrying off to scour through your meticulously filed back issues collection to see what pearls of wisdom I issued on that particular occasion, I'll save you the bother and recap. "There are actually four half decent baseball sims on import and up until recently this was probably the best (with Namco's now stealing the crown). It's very cartoony in style, but actually plays quite a decent game. It's easy to pick up and play with the language barrier posing far fewer problems than normal, and the gameplay is much the same – reasonably easy to get to grips with, but with a large degree of subtlety in the control making it quite a difficult game to master.

"This is another Konami effort, but this time it



doesn't look as though it'll see the light of day over here. I have to say that both Acclaim's All Star Baseball and Nintendo's Ken Griffey look a million times better than this, so it may well be worth hanging on for one of those". And I still stand by every word of it today.

Graphically, as I've said, the game is very cartoony, but it's just not as appealing as Famista. What Namco did was to create caricatures of human beings, make them look like some out of Charlie Brown and stick them in an N64 game. Konami's characters don't look half as realistic and therefore, to my eyes at least, are much less interesting. Who cares about looks though? As long as Konami have provided their usual polished brand of sports action we'll be okay, won't we?

Battle of the little big men

Well, yes and no. The attention to detail is just about everything we've come to expect from the Japanese giants, and PPB 5 again plays a good solid game of baseball with pitching direction this time determined by controlling the catcher's mitt. Quite an original touch that, and from my limited knowledge of how real baseball works, it's perhaps the most realistic way of doing it (in the real thing the catcher suggests to the pitcher both where he wants it and what type of ball he'd like it to be).

Of course this is purely cosmetic because you have full control at all times (an option to let the pitcher make the calls would have been nice, and I suppose could be in somewhere), but it's this kind of attention to detail that makes us love Konami in the unquestioning way that we do.

Batting is your usual try and swing the bat so that it connects with the on screen indicator that unrealistically tells the batsman the exact trajectory the ball will take. As with most baseball games, you can choose to either hit for power or



seball 5

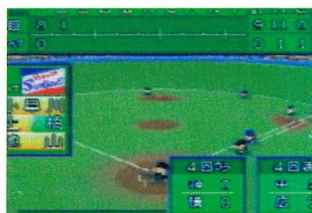
just swing for contact. To be honest though, this system is getting a bit tedious now and could really do with an injection of originality.

Where PPB 5 does score over Famista is in the fielding, which is streets ahead of Namco's slow and somewhat clumsy method. As would seem logical, throwing to the bases is done using the camera buttons (which of course are handily arranged in a diamond formation that perfectly matches a baseball field) and everything moves much more quickly and smoothly.

Back to basics

Two things go heavily against this though, especially in the shadow of the fast looming large official releases of the big two (All Star and Griffey). Is there any point in struggling through page after page of incomprehensible Japanese text, trying to suss out what does what when two such vastly superior games will soon appear in English? No, thought not (that was point one by the way). Secondly, even though this is very cartoony, it still takes itself much more seriously than Famista. What endeared us to Namco's game (as ever) was that it made us laugh through its sub-games and comic animations, while still offering a serious challenge. Konami only gives us the serious challenge.

As much as I'd like to I can't really recommend Powerful Pro Baseball 5. There are better options either on the horizon (pick any one from Ken Griffey, All Star and Mike Piazza) or already out there (Famista 64). Which is sad, because I had a good time playing it myself ●



The scorecard is made incomprehensible in PPB 5



As a rule, red means the batsman's out. Yellow is safe

Batter up...



Timing is absolutely crucial to batting, and can only be perfected through many hours of practice

N64 Score

I STARTED OFF THIS REVIEW

saying that it was a shame that these big head baseball games never get a release outside Japan, and by the end I found myself making pretty much the perfect argument for not releasing them ever! You see, it's not that Powerful Pro Baseball 5 is a bad game - it's not by any means - it's just that every way you turn you can see a much better baseball game. And in such a limited genre (to even call it that is being overly generous) that can't be a good thing for Konami. Therefore, this still gets a reasonable mark, but for once it carries the double-edged sword of a warning that it's not worth buying unless you're absolutely desperate to get hold of every single version of the game that comes on the market. And of course, anyone who owns PPB 4 really should steer well clear. It's good, but not good enough. **STEVE**

● **ALEX** Ever so slightly too simplistic to keep me interested. Not a patch on the likes of Famista or All Star Baseball, Powerful Pro Baseball 5 doesn't top its genre, nor does it really enhance the reputation of the N64

● **MARK** I really enjoyed playing PPB 5, but Steve's right in his comments. If you're after big head baseball go for Namco's Famista. If you want serious baseball action then go for All Star. PPB 5's good, but the competition's better

● **NOEL** Not a bad baseball game by any means, but I can see why this series has never made it over to the West. With All Star Baseball and Famista filling the baseball niche so snugly, there's no need to fork out for this inferior title

● **READER REVIEW** I don't like Baseball games anyway, so a Japanese one didn't give me even a bit of enjoyment. Quite fancy that All Star thing though!

Aaron Wilson, Newcastle

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



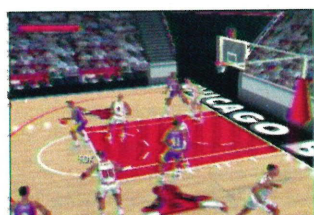
69%



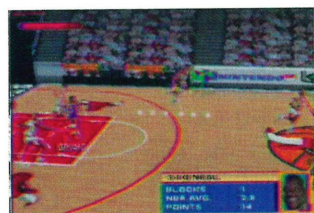
Kobe Bryant in

Basketball finally comes into focus on the N64

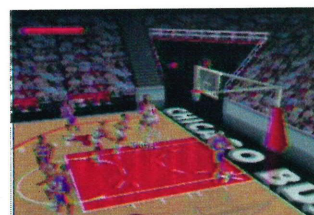
Another simulation-based basketball game is heading towards our shores. After the decidedly silly appearance of NBA Hang Time and the fuzzy rendition of NBA Pro, will this one be third time lucky? We check out the latest hoop action on the N64...



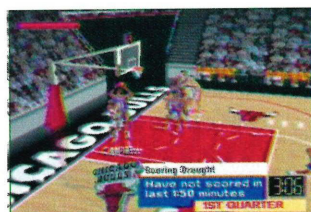
With my back to the defense I try to work my way to the hoop



You get a nice mug-shot of any player that's scored



It's a long shot and then some, but it may just go in



The N64 lets me know just how badly I'm doing

IF BASKETBALL'S your bag then you may just want to take a look at the latest game from Nintendo. Following the rather lukewarm efforts made by third-party companies, the big N have decided to take matters into their own hands.

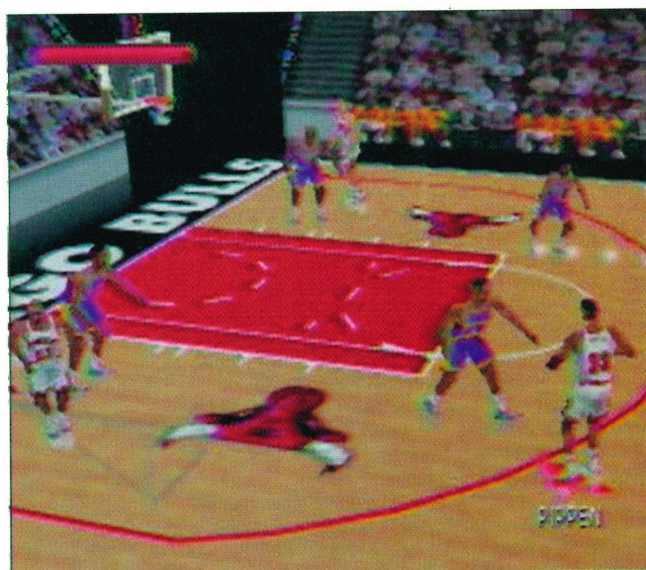
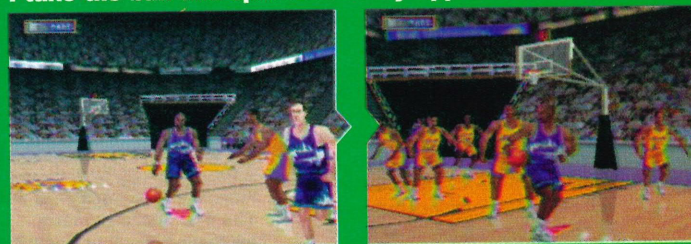
None of us here at N64 Pro had any idea how this game was going to turn out until it arrived in the office. Personally, I thought it was going to be another arcade game such as NBA Hangtime with Evel Kinevel defying jumps and player's who set their hair on fire. Nintendo are very, very good at making games with portly plumbers, but I didn't really know how they would fare in the world of sports simulation.

Chicago's here. No bull!

You'd think I'd of learnt by now that when Nintendo say they are going to make a good basketball game – that's exactly what they do. Nintendo has only recently started paying serious attention to sports games. Thanks to poor sales in Japan, but excellent sales of the N64 in America and Europe, Nintendo are making more games aimed at these markets. The result is the 'Nintendo Sports' label and Kobe Bryant in NBA CourtSide (KBNC) is the first game to appear with a big 'NS' on the title screen. Good news for all of us into our ball games as Nintendo are clearly the most accomplished developers on Earth.

The good news is that KBNC delivers what it

I take the ball and spin around my opponents to caress the ball



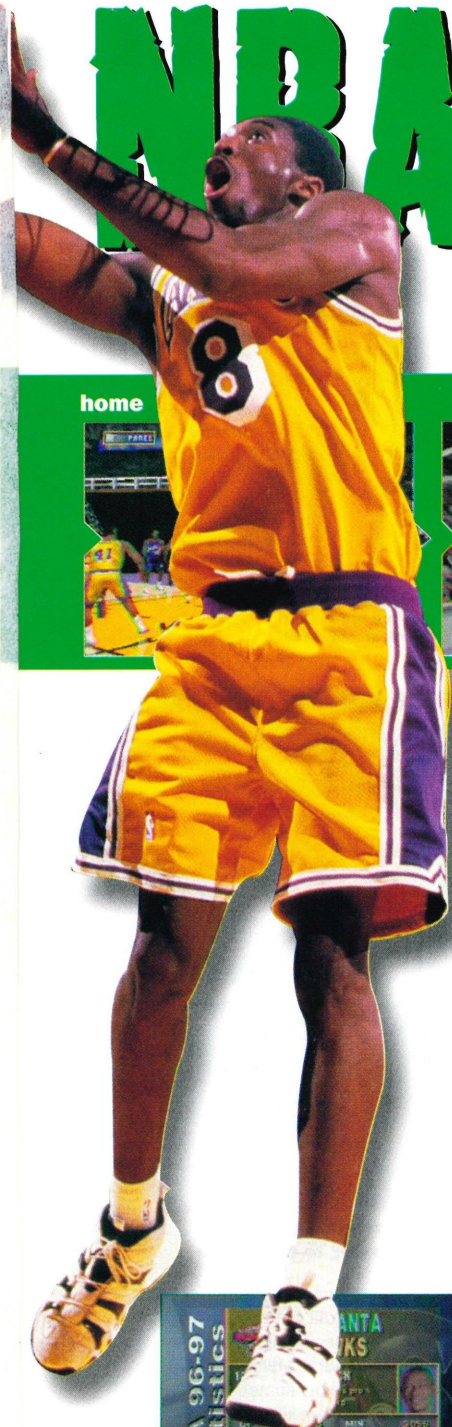
promises. All the problems that plagued other basketball games have been ripped out and replaced. As promised, this is an sports simulation with an emphasis on realism. KOBC is an official NBA licensed product, so any of you that follow basketball will be pleased to find all your favorite teams (Utah Jazz or Chicago Bulls?), and their respective players are sitting comfortably within the cart waiting for you to take control.

Who let that Rhino on court?

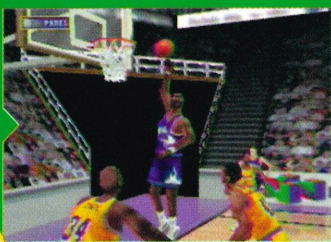
KOBC also plays realistically with all of the action found in a real game hiding away inside a quick blast around the court. At first, things are a bit hard to get to grips with, but with every game you get more feeling for the controls and discover new moves and plays. You start off stumbling around the court with all the restraint of a rhino, causing a pretty impressive amount of fouls. After a few games though things settle down as you learn how to steal and block the ball without punching your opponent to the floor. A few games later and you've developed tactics and counter-tactics, switching the ball from hand-to-hand, pirouetting around your



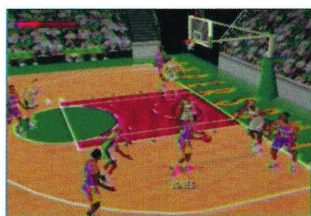
NBA Courtside



home



Throwing from a distance is risky, but you score more points



You have to be nimble to get through the defense



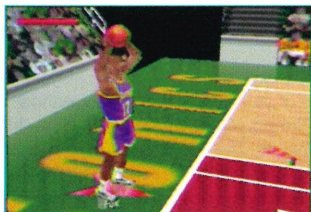
A mid-court collision occurs after one guy trips on his laces



With all the defense behind I deftly chuck the ball up and in



Like all American sports sims this is packed full of statistics



You can change sets and sub players before you start a play

key' rule on or off (non basketball fans may be struggling here. Simply put, this means you can only have three players in the box around an opponent's basket).

You'll also be pleased to hear that for the ultimate in realism, KOBC lets you call the offensive sets. Using the D-pad and L shoulder button you can call up to eight sets. These are the positions the players take on the court, and if

opponent like a ballet dancer (usually I drop in a snide remark about Dennis Rodman here,) whilst slamming the ball home without it bouncing off the rim 15 times.

You can even boost up the difficulty level, although to be honest, winning the Playoffs on the rookie level presents a fair challenge. Like most American sports games the number of options is mind boggling. You can alter almost every aspect of the game, from the simple options such as the sound levels, to whether you want the 'three-in-the-

you really know your ball from a banana then the level of realistic interaction will have you dribbling over your Nike bouncy-max trainers. For those of you still wearing flat-soled retro-style sneakers, the game provides a description of each set, including a diagram of the court and a bit of writing about what are each set's good and bad points.

One brilliant touch about KBNC is that the majority of the work is taken care of by your N64, which by default will call all the sets and make appropriate substitutions. This means that the



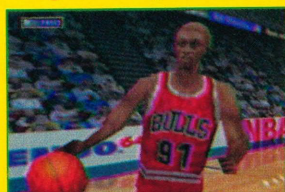
The board is clear so you get a better view of the action



Why throw the ball when you can hop up and place it in?

Kobe Bryant in NBA Court

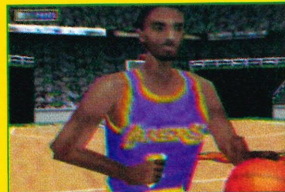
Major Players



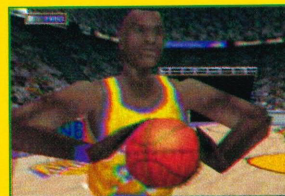
Dennis Rodman is a great player for all his insanity



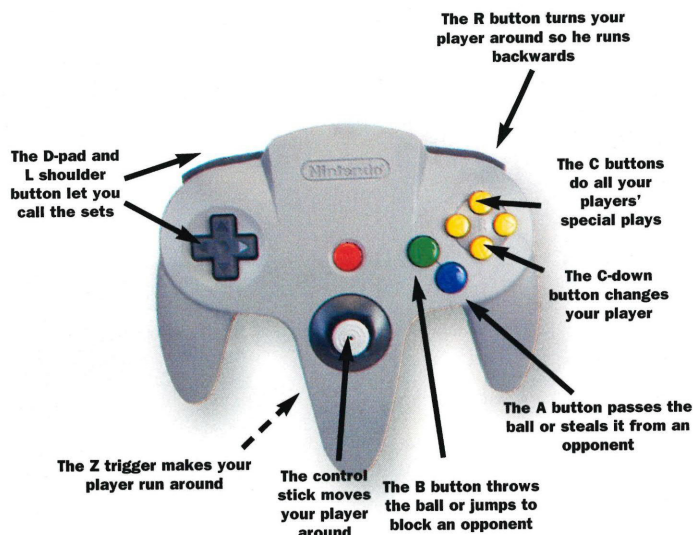
Scotty Pippen shows us just how it's done



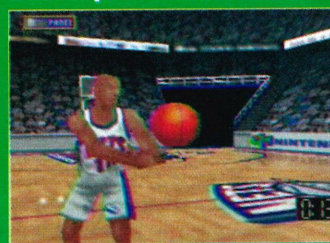
Kobe Bryant of the LA Lakers is the star player



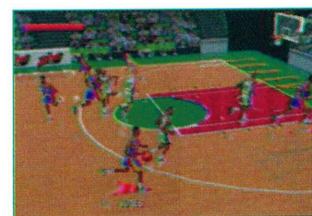
Shaquille O'Neal takes the ball and gets ready to pass



Cassel passes but is intercepted by Rodman who chucks it to



STOP BUNCHING! And let's play spot the ball whilst we're at it



Jones is running down the outside trying to find space



Hands fly up in the air, but the ball is going through the hoop



Two players get ready to receive the pass

► game plays far more quickly and there's less of the stop-start nature that sometimes plagues basketball games and the sport itself.

The graphics are nice and thankfully they're crisp, sharp and fully focused. So those of you who were worried about the double-vision inducing effect of NBA Pro, need worry no more. Not only are the graphics clear, but they're also highly detailed with lots of attention paid to making the whole court look as good as possible. The players have a lot of detail, the courts (one for each team) have individual markings, moving billboards and for once even the crowd look fairly realistic.

Suspended (verdict on) animation

The animation isn't quite as good as the detail, but it isn't technically bad. On the title screen a player throws his hands in the air and for a moment moves like the robot out of *Lost in Space*.

Fortunately, the animation in the actual game is a lot better than the demo section.

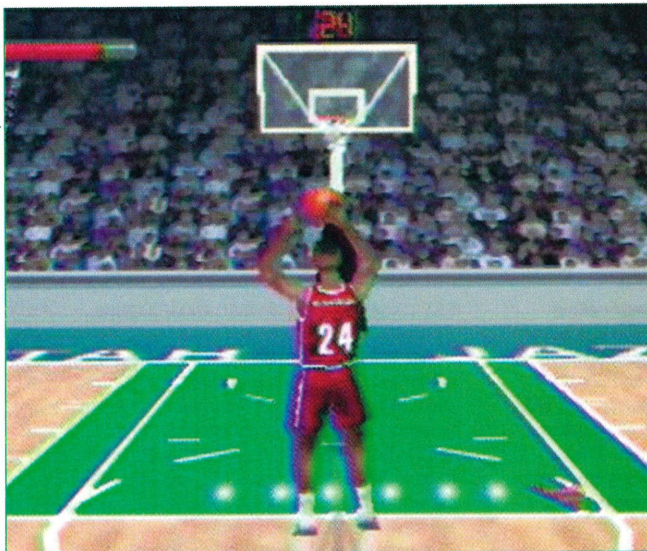
One thing I like about KBNC is the way in which the players don't just stop when they aren't doing anything. Basketball is one of those games where

players occasionally are seen doing very little (for just a couple of seconds) whilst all the action takes place around the key. In other basketball games the players stand about like robots, whilst in KBNC they wander back to their set point, sometimes literally walking. It all looks far more like a real game than any of the other N64 attempts.

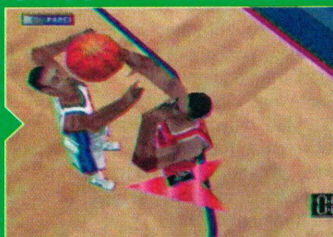
But I have to pull KBNC up on one thing and that's the AI of the players. Most of the time everything's fine and whilst actually playing the game I've never had any problems. But every so often, when a play has finished and the players from both sides run back to their respective sides, two players collide. Rather than running around each other, they get stuck and just keep running into each other. It looks messy and glitches this obvious have absolutely no place within a game made by Nintendo (or anyone else these days.)

I don't want to end on a sour note though, because this is a truly great sports game and is certainly the best basketball game I've ever played. So before I finish I'll just mention the sound and music. Anyone who doubted the N64 for not having a CD drive can go and stand in the corner, because

side



Player (apt name!) He throws it up and over for a long shot



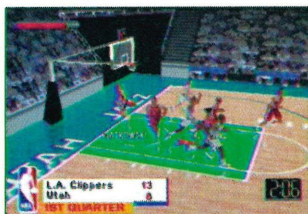
Nintendo's sound compression technique has been used to full effect. The game starts off with a full hip-hop rap in a suitably basketball style and from that point on you're not going to believe the amount of speech in the game. Every team, every player, all the commentary, points scored, you name it and it's being talked about. And as for the crowd, you're gonna feel like they're stood next to you as they cheer, boo, hiss and scream like only a bunch of American basketball crazies can. I'm not exaggerating when I say that the sound and music in this game is outstanding by any system's standards.

Adequate's not enough

So if it's a game of ball and hoop you're after then you've found your game. So why no stamp of approval? Well, the glitch annoyed me and the motion capture, although adequate is by no means brilliant. But in terms of realism, enjoyment and sheer playability, this takes basketball games to a new level. What with Konami, Acclaim and Nintendo all making excellent sports games, the future's looking bright indeed on the N64 ●



With only nine seconds left it's time to get the ball home



It's the first quarter and I'm already trailing behind

N64 Score

ALL YOU basketball fans can heave a sigh of relief because a fantastic game of ball and hoop has landed on the N64. The graphics are highly detailed, realistic looking and there's no blur or slowdown at all. The sound is nothing short of outstanding with a phenomenal amount of music, speech and crowd noise all adding to the enjoyment. A lot of thought has gone into making this as realistic a game of basketball as possible and the number of options and the ability to call the sets mean this game has more action than all its competitors combined. The only minor gripe is the motion capture which is average compared to the usual high standards on the N64, and there's the occasional glitch whereby players keep running into each other. But these are mere quibbles when you're thoroughly enjoying such a highly involved sports game. **MARK**

● **ALEX** Good old sports where you take turns in scoring until you run out of time at the end and someone wins by a point. No, seriously, in its genre NBA Courtside stands proud and is probably the best N64 b-ball game so far

● **STEVE** Definitely better than the two previous efforts and I like the way you can call the sets for full realism. I don't think the motion capture is that bad and anyone into their basketball will enjoy a game of Kobe Bryant's

● **NOELY** Not sure this is quite the classic that Steve and Mark seem to think it is. The players are a little stiff and robotic and the action is all a bit tame with hardly any atmosphere. It does however play a good game of hoop

● **READER REVIEW** I'm not so sure about this. It's good, but not as good a sports game as ISS 64. Then again, Mark showed me NBA Pro and it's certainly better than that **Steve Taylor, Nottingham**

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



88%



Rampage World

I'd rather watch a Spice Girls World Tour to be honest

Up from the depths/
thirty stories high/
breathing fire/ his head in
the sky. Can't be Rampage
World Tour, then...



WHEN YOU'RE Editor of a best-selling games mag like myself you get asked all sorts of questions, both by your mates outside of work and people who you've never met before. Not only that, people like to make assumptions about your lifestyle and income. Please bear with me - anyone who's read one of my reviews before will know that I get to the point eventually. If you've never read one before, bear with me anyway - you'll end up enlightened. And you'll save at least £49.99 in the process. Here's some examples of the questions/assumptions followed by the answers/reality

Q1) You're Editor of a games mag. Do you just sit around playing games all day?

A1) No. If I did that, nothing would get written, the mag would never happen and I'd probably go completely mad in the process.

Q2) You must be on loads of money.

A2) No. Put it this way, I earn less in a year than Premiership footballers earn in a week (and I'd much rather be playing football for a living, regardless of the wage).

Q3) You must have a really flash company car.

A3) No. Not only do I not have a company car, but the car I am still paying off the loan for is a bottom-of-the-range G reg 1 litre Nova.

Q4) You must be able to get all the chicks you want.

A4) No. I'm married with a kid.

Q5) Yeah, but it must be great getting all the new games in first and testing them out and that.

A6) WHEN IT'S A GAME LIKE RAMPAGE I FEEL LIKE CHUCKING THE WHOLE THING IN ALTOGETHER, GOING OUT AND DOING A HEINOUS CRIME JUST TO MAKE SURE I GET LOCKED UP FOREVER SO I'LL NEVER

GET TO SEE ANOTHER VIDEO GAME AGAIN!

Get the picture? make no bones about it, regardless of what I've just said I do enjoy my job. It pays (half) the mortgage (just about). There are many people who'd like to do my job and - being born and bred in Sunderland - I'm glad just to be in employment to be honest. But if games like Rampage World Tour came in day in, day out I'd soon be out committing the aforementioned heinous crime.

You see, Rampage World Tour is shite. Sorry, I know my 'A' Level in English literature (thanks Bede School) and degree in Social Science (thanks Manchester Poly) should have somehow extended my vocabulary and descriptive prowess, but Rampage World Tour has drained me of any writing skill or enthusiasm for my job I might have once had.

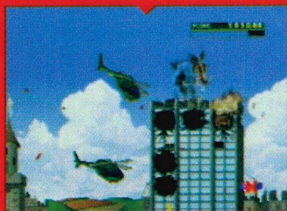
Noeli remembers Rampage World Tour from the mid-eighties on the Atari ST. Mark remembers it from his shady days in Sheffield arcades. If Steve were in work today (and not at home, diligently writing this issue's news on his own in peace), I'm sure he'd have come out with some similar 'I remember that'

anecdote. I personally cannot remember it. Maybe it came out when I first discovered birds. Or drinking. Or maybe I've just conveniently wiped out any recollection of having seen such a dire piece of software, which, for its time, had novelty value if nothing else/there's no 'if' about it. Rampage World Tour was shite when it first came out - before some of our readers, God bless you all, were old enough to wipe your own arses. And, guess what? It's still shite now.

Blue chunder



Banana republic - septic eye



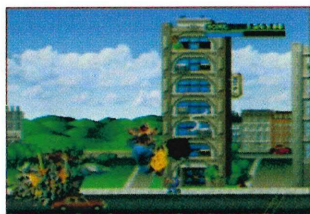
Go on my son, get into it



Look out for them copters



He eats everything he sees, from cars to prickly trees



Go around destroying cities and you'll get your fingers burnt

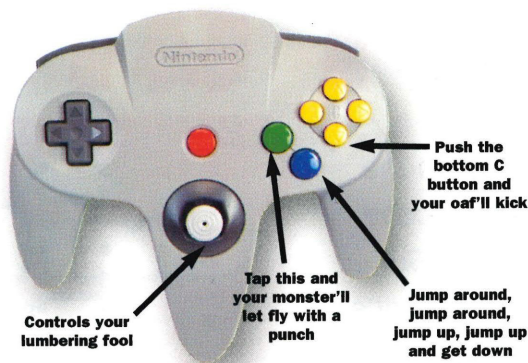


London bridge is falling down, falling down, my fair monster





Tour



Check me out – I'm a big green/brown/pink monster. Ho ho. Check me out – I'm destroying buildings. He he. Check me out – I'm eating innocent civilians. Ha ha. Check me out – I'm smashing tanks and 'planes. Oh gooo. Hold on, the second level's the same. And the third. And the fourth. And the fifth. Ad infinitum. Oh, hold on, up to three players can be monsters at the same time and give each other a bit of a dig as well. Wow! Interaction! God, it's nearly as good as Clayfighter 63 1/3!

Apologies to all concerned. Matt at GT in particular – it's not your fault you've been saddled with having to do the British specialist press PR on this dead horse (with all due respect to Shergar, Champion and Mr Ed). I'll completely understand if you never send me a game to review ever again. But, for f***'s sake, GT, do us all a favour and stop releasing sub-standard software. Americans might pay through the nose for this sort of rubbish, but we're a bit more discerning over here. Give me a mildly amusing two minute cartoon any day, but don't stick it in a Nintendo 64 game box and try to flog it to me for £50.

After struggling manfully to find a redeeming feature worth mentioning, Jim (the artist who doesn't play many games as a rule) said, 'Rampage World might be alright if you're pissed.' Nuff said ●



N64 Score

NEED I GO ON? Damn, I've got a whole comment box to fill. Okay, I'll put it this way. This is the worst N64 game I've ever seen (with the possible exceptions of Clayfighter 63 1/3 and Mortal Kombat Mythologies) and is a woeful under-use of a machine with the potential that the N64 has undoubtedly got in abundance. Have the makers of Rampage World Tour never seen GoldenEye? Or Diddy Kong Racing? Or ISS 64? Rampage World Tour may have been pseudo-acceptable over 10 years ago, but now it's nothing more than a worthless and dated rip-off. On the subject of rip-offs, I'm off to rip off a bank and kill a few innocent bystanders. Yes it's true. Video games like this one are bad for you and make you turn into a violent psychopathic criminal. Don't play it. You'll end up just as angry, confused and downright deranged as me. **ALEX**

● **MARK** A game so bad that it's got a well deserved slating two months in a row. Rampage was nothing special 10 years ago and it's certainly not worth forking out good money for on the N64. Steer well clear of this trash

● **STEVE** As I said in the initial review, I think this has been treated very harshly. It's by no means an essential classic, but certainly in multi player mode it's a good laugh, and personally I'd have given it closer to 70%

● **NOELY** Alex is justified in slating this. 33% is perhaps a little low, but Steve is well off the mark with 70%. If you spend 50 quid on this I'm sure you'll be disappointed as it hasn't progressed since it was on the Amiga

● **READER REVIEW** I know what Alex means about reviewing games. I was looking forward to coming in and testing a top game, but they gave me this one! Bastards! **Stuart MacDonald, Aberdeen**

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY



33%

SOFTWARE HOUSE LEAGUE
-2 pts
SOFTWARE HOUSE LEAGUE

Peripheral Vision

by Noely

Not much on the peripheral scene this month. But check out Datel's new gadget

TremorPak Plus

The TremorPak Plus is Interact's latest addition to its ever increasing line-up of peripherals. It's a TremorPak with variable rumbling speeds and to our knowledge it's the only rumble pak that actually allows you to switch between memory cards

without having to remove the pak (apart from obviously those that have in-built memory cards). The advantage of this is that it allows you to switch between different memory paks without

having to remove the rumble pak. But (and in this case it's a big 'but'), the disadvantage is that with the Pak, the 2x AA batteries and the oversized memory card included the TremorPak Plus is extremely bulky.

Plug it into the controller pak port underneath your pad and it's all you can do to stop yourself toppling over. Okay, I'm exaggerating, but it is overly weighty. Still, it's less weightily priced at £19.99 for a rumble pak plus FREE memory card which represents fairly good value for money.

SCORE:



Game Booster

We previewed the Gameboy Emulator (or Game Booster as it's now called) a couple of months ago (Issue 7) and promised a review of it as soon as we got our greasy paws on one. And guess what? We have, so here it is.

Anyone familiar with the Super Gameboy from the days of the SNES will remember it as a rather snazzy piece of kit that allowed you to play all your old favourite Gameboy games in full screen and in colour on the SNES. Well the Game Booster similarly allows you to do the same thing with Gameboy games on your N64.

As was the case with the Super Gameboy, the Game Booster lets you alter the colour palette of the Gameboy's various shades of grey into a colour palette (albeit still a fairly limited colour palette). The size of the

game screen can also be altered, so that it either has the large border seen on

most Gameboy games or else the picture is blown up to fill the screen entirely.

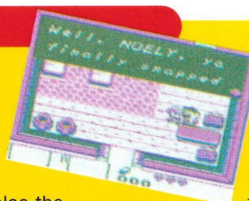
As an added bonus, the Game Booster (because it's from those cheating ****s at Datel) also has an in-built cheat feature that gives you access to tons of cheats on over 350 Gameboy games. And that's just about that. All the Gameboy games I tested worked with no problems whatsoever. Altering the screen size is a piece of cake, as is altering the colour. Although I found it a bit tricky to get anything other than horribly garish shades to be honest. All my choices looking decidedly Warhol inspired. However, the Super Gameboy games already have their palettes in colour which saves you the hassle. Also increasing the size of the screen means that some of the

SCORE:



pixels can appear a tad blurred.

Obviously, it's the type of device that'll be of most use to those with an existing catalogue of Gameboy titles. However, given the strength of Gameboy sales at the moment, there's still plenty of time for you to pick up some cracking Gameboy games and give them the full screen treatment. In any case, we reckon such wonderful games as Tetris, Zelda, Super MarioLand, and WarioLand deserve the full screen treatment where possible. And because we think that, we're giving several of you lucky readers the chance to win one of these great devices.



Charts

Here's the top 5 N64 peripherals as chosen by your very own N64 Pro panel



1 Nintendo Controller

Try as they might, none can match this for looks and lastability

2 Datel Action Replay

Datel proves that cheats do prosper with the Action Replay

3 Top Gear Steering Wheel

Top Gear, Top Price, Top Wheel

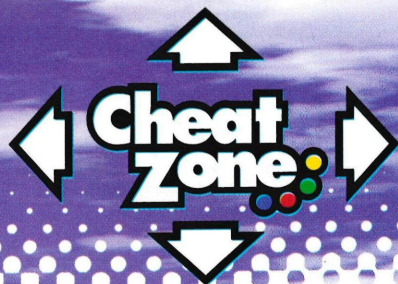
4 Interact Ultra Racer 64

This futuristic looking mini driving controller works great

5 Game Booster

Another black box of tricks from Datel sneaks into the chart

For details of how to win a Game Booster plus tons of other free and generally mint stuff which we've managed to beg, borrow and steal from various sources, turn to our Biggest Give-away Ever 4 on page 82.



the **Cheats** encyclopaedia

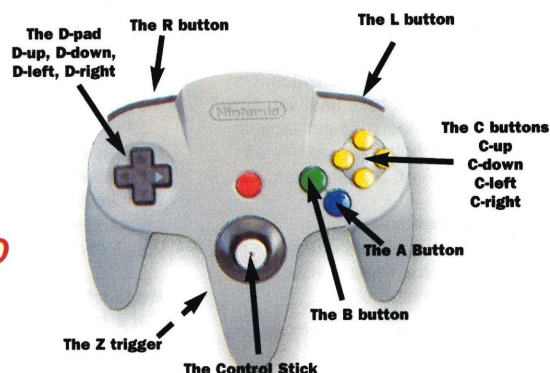
Our cheats section is now bigger than a blimp and better than ever before. Read the following six pages

and you'll learn how to do

more tricks than a hooker putting in for

overtime. As well as the usual up-to-date stormers we've decided to run an A-Z of the best cheats of all time. If you've got the

games, we've got the cheats. Face it, we're the best!



Automobili Lamborghini

Now you'll no longer be limited to the Italian powerhouse. Take on new tracks and new cars with these great cheats.

Hidden cars

To get the hidden cars on this racer you must beat the basic or pro series on the arcade mode. Each time you beat the series you will receive a new set of cars. You'll get even more cars if you beat the arcade mode

with the difficulty set to normal or expert.

Hidden tracks

Beat the championship mode in novice and expert difficulty levels to race around the reverse tracks.

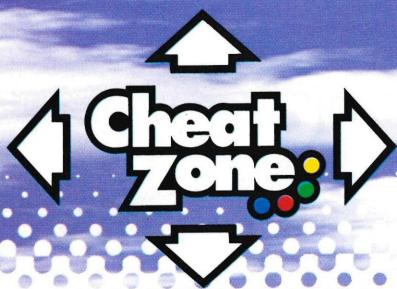
Blast Corps

Use our cheat to floor those skyscrapers.

Blow up buildings

Park your vehicle next to a





the Cheats encyclopaedia

► building so your man can't get out and start tapping the Z button. You should hear 'Doh!' and the building will blow up automatically.

Bomberman 64

Blow your mates to bits with this fantastic little Bomberman trick that's a real blast.

Hidden levels

If you have a slow motion switch on your joystick then switch it on at the title screen until you hear a noise. Otherwise get tapping the start button as quickly as possible and it might work.

Quick recover

When you've been stunned, rotate the analogue stick to recover a lot faster.

Chameleon Twist

Tongue action has never been easier with our excellent cheat.

Infinite health

If you're running low on health then save the game to one of the data slots, exit the game and then reload. You should now have full health.

Clayfighter 63 1/3

We all know that cheating is fun. At least we hope that it makes this game more fun than it normally is.

Cheat mode

On the character selection screen hold **L** and press **D-up**, **D-right**, **D-left**, **D-down**, **B**, **A** and the options screen should now have a cheat section.

Dr Kiln

On the character selection screen hold **L** and press **B**, **D-left**, **D-up**, **D-right**, **D-down**, **A**.

Sumo Santa

On the character selection screen hold **L** and press **Z**, **D-**

down, **D-right**, **D-up**, **D-left**, **B**.

Boogerman

On the character selection screen hold **L** and press **C-up**, **C-right**, **C-left**, **C-down**, **B**, **A**.

Random character

Hold **L** and **R** on the character selection screen.

Cruis'n USA

These cheats may make the game better. Then again they may not.

Hidden vehicles

Hold down the **C-up**, **C-left** and **C-down** buttons on the vehicle select screen to access the police car, jeep and school bus.

Head trick

Get a hot time and put your initials in on the hot times screen. Then hold left for over 30 seconds and a head will appear on the conveyor belt and you can access the cheat mode.

Lights and siren

Do the head trick and during a race quickly press brake, brake, accelerate and the police car or school bus will flash its lights. To deactivate, let go of the accelerate button.

Hidden tracks

Golden Gate Park: Highlight US 101 and hold **L**, **C-left** and **C-down**
Indiana: Highlight Beverly Hills and hold **L**, **C-up** and **C-right**.
San Francisco: Highlight Grand Canyon and hold **L**, **C-right**, and **C-down**.

Nitro

Do the Head trick and during a race press brake, brake, brake, accelerate, brake, accelerate and you should get a boost in speed. This only works once per checkpoint and on fully powered up cars.

1080° Snowboarding

This Snowboarding game is as cool as the stuff it's based on, and we've found some hidden characters for you to play with.

Crystal boarder

Clear the expert mode and head for the character selection screen. Select Akiri and press **C-left** and then **A**.



Diddy Kong Racing

We've got every cheat known to exist for this fantastic little racing game. Just go to the options screen and select the 'magic codes' section. Then enter one of these codes:

Code - Result

ARNOLD - Big characters
BLABBERMOUTH - Characters shout instead using their horn
BODYARMOUR - All balloons are shields
BOGUSBANANAS - Bananas reduce speed
BOMBSAWAY - Every balloon is red
BYEBYEBALLOONS - Removes all balloons from the track
DOUBLEVISION - Two players can select the same character
FREEFORALL - One balloon counts for three
FREEFRUIT - Start with 10 bananas
JOINTVENTURE - Two players in adventure mode
JUKEBOX - Audio options screen
NOYELLOWSTUFF - Yes, we have no bananas
OFFROAD - Don't lose speed when going off-road
OPPOSITESATTRACT - All balloons become magnets
ROCKETFUEL - Every balloon is a turbo
TEENYWEENIES - Tiny characters
TIMETOLOSE - Super intelligent computer characters
TOXICOFFENDER - All balloons are toxic drops

VITAMINB - Speed keeps on increasing over 10 bananas

WHODIDTHIS - Look at the credits

ZAPTHEZIPPERS - Removes all the zippers

Play as Drumstick

Collect all the amulet pieces for both amulets and get first place on all the trophy races. Then go to the central area and look for a frog with a red feather hat. Run over him and you'll be able to race the fastest turkey ever seen in a game.

Play as TT

Go to the time trial mode and get a fast time then start the race again. TT will appear as well as your course ghost. You have to beat TT on all of the courses to be able to select him. It's not easy, but if you are having real difficulty try racing a different vehicle as one is usually easier than the others.

Doom 64

Ultimate cheat code

Enter this code: **?TJL BDFW BFGV JVB**. Now start the game and you'll see a features option. Select it and you can go to any level, look at any map and use all the weapons.

Duke Nukem 64

Killing alien scum is easier than ever with this great set of cheats for the UK version of Duke Nukem



Metal boarder

Beat the expert mode with the crystal boarder and go to the character selection screen. Highlight Kensuke and press **C-up** and then **A**.

Panda boarder

Win all time attack and trick attack modes with first place ranking (no sweat). Now on the character selection screen highlight Rob and press **C-right** and then **A**.

The cheat menu

On the main menu press **D-left, D-down, L, L, D-up, D-right, D-left, D-up**

Invincibility

Go to the cheat menu and press **R, C-right, R, L, R, R, R D-left**

Toggle monsters on or off

Go to the cheat menu and press **L, C-up, D-left, L, C-down, D-right, D-left, D-right**

All weapons

Go to the cheat menu and press **R, C-right, D-down, L, C-up, D-left, C-right, D-left**

Extreme G

It's fast as a bast and even more fun with these cheats in working order.

Cheat codes

BANANA - makes the tracks slippery
ANTIGRAV - turns the world upside down
ARSENAL - armed to the teeth
XTREME - makes all bikes ludicrously fast
NITROID - infinite super nitros
FERGUS - puts Fergus' face on the drones in shoot'em-up mode
WIRED - wireframe mode
MAGNIFY - very narrow camera angles
GHOSTLY - a translucent level
ROLLER - turns the bikes into rocks
FISHEYE - a very wide camera angle
STEALTH - hides the bike
UGLYMODE - pretend you've got

the Pl**Station version
XGTEAM - the faces of the development team
81GGD5 - ultimate cheat
61GGB5 - get the neon bike

FIFA 64

During a match press the control stick in any direction to make the crowd "boo!" your opponent (or are they booing the game itself?) This trick will work several times per half.

Time wasting

Apart from the fact that you'll be wasting your time just by playing this game, when your keeper saves the ball with his hands it's possible for him to time waste by holding the ball until the end of that half. Bit of an underhand tactic, but it's effective when you're one up against the computer.

F1 Pole Position

Finish the game as the No.1 world champion and save the game onto a control pak. Now restart the game and when it says 'please wait' press the A and B buttons. Now when you go to the selection screen there should be a new car to choose from.

Fighter's Destiny

The best beat'em-up on the N64 is even better with these secret characters. But you're going to have to work for them.

Secret fighters

Boro

Beat the game on easy mode

Ushi

Enter the rodeo ring with a character that has a star next to them (achieved by beating the game) and stay alive for more than a minute.

Joker

Beat the game with all of the selectable characters and you will receive a message from the master. Now enter the survival mode and beat all 100 characters. Not easy at all.

Master

Defeat the game with all the selectable characters and enter the master challenge and beat everyone to activate the cheat.

Robert the Robot

First beat the game with all the characters and you should get a message from the Master. Now go to the fastest mode and beat all of the fighters with a combined time of less than one minute to get the robot.

Killer Instinct Gold

Open all options

Press **Z, B, A, L, A, Z** on the character screen and you should hear a "perfect."

Character colours

Wait for the profiles to appear and press: **Z, B, A, Z, A, L** and you should hear "welcome."

Play as Gargos

Wait for the character profiles and press: **Z, A, R, Z, A, B** and you should hear a laugh if the cheat's worked.

Lylat Wars

Expert mode

To open up the much harder expert mode you need to get a gold medal on each level. To get a gold medal you need to get a required number of hits and keep all your team alive. The number of hits required for each level is:

Corneria 150
Bolse 150
Aquas 150
Metee 200
Sector Y 150
Zoness 250
Fortuna 50
Katina 150
Sector Z 100
Sector X 150
Solar 100

FIFA '98

FIFA's storming comeback! This great footy game can be made even better with our brilliant cheats.

Go to customise squad and choose the player edit menu. Select one of the following teams and enter the code as any player's name. The player should jump in the air to let you know that the cheat has worked.

Cheat

Ghost players
 Unlock round 1
 Unlock round 2
 Tiny players
 Chipmunk voices
 Underground
 Invisible walls
 Silly moves
 Crazy ball
 Dive is a foul
 Hot potato Rep.
 Alternate hot potato

Team

Slovakia
 Vancouver
 Japan
 Vancouver
 Tottenham
 Iraq
 Wales
 England
 Canada
 Los Angeles
 Ireland
 Malaysia

Code

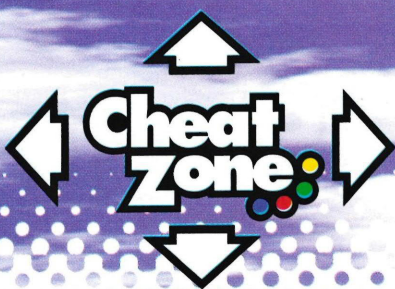
LASKO
ANATOLI
YUJI
KERRY
DESMOND
OMAR
WARREN
JASON
KIERAN
OSCAR
SPUD
CHRIS



No stadium
 Invisible players
 Fullscreen stadium
 Rainbow radar
 Invisible ball
 Australia camera
 Alternate Australia
 Pencil and paper

Any team
 Sheffield Wed.
 Vancouver
 South Korea
 Vancouver
 Vancouver
 Australia
 Canada

CATCH22
WAYNE
MARGE
ORILEY
JAYE
TED
NWODEDISPU
MARC



the Cheats encyclopaedia

► **Area 6 300**
Titania 150
Macbeth 150
Venom 200

Mace: The Dark Age

Fighting is even more fun when you kick off in a mini golf course arena.

Play as Grendal

Start a two player game and when one player has three wins pick the Executioner and hold down start. Grendal will appear and with the start button still held down press the 'quick' button to play as Grendal.

Play as Pojo

Perform Taria's execution and continue the game. Then when you're on the next match go to Taria on the select screen and hold down start. Now with the start button still held down press the 'quick' button.

Special Stages

For these codes go to a two player mode and move through each character listed and tap start. Then go to the character you want and start as usual.

Mini Golf Course - **Koyasha, Mordus, Kull, Takeshi**
Grendal's Stage - **Namira, Koyasha, Taria**
Big Head Fight - **Ragnar, Al' Rashid, Takeshi**
Micro mode - **Takeshi, Al' Rashid, Ragnar, Xiao Long**
Random A - **Hell Knight, Xiao Long, Dregan, Namira**

Madden 64

This classic American footy game has some good cheats to play with.

Secret EA stadium

Type in SAN MATEO at the create player screen.

Hidden Teams

Type in the following on the create player screen to unlock the hidden teams:

Sixties: team of the sixties

Seventies: team of the seventies

Eighties: team of the eighties

Howlie: AFC Pro Bowl '96-'97

Mario Kart 64

The classic Mazza racing game doesn't have many cheats, but

ISS 64

New teams

Go to the title screen and enter the following: **D-up, L, D-up, L, D-down, L, D-down, L, D-left, R, D-right, R, D-left, R D-right, R, B, A, Hold down Z and press start.**



Big Noggins

Go to the title screen and press **C-up, C-up, C-down, C-left, C-right, C-left, C-right, B, A, hold down Z and press start.**

a lot of little tricks can be played around with.

Course ghosts

Get within the following times on time trial mode on these courses and you'll be able to pit your wits against the course ghost. The times to beat are:

Mario Raceway - **1'30"00**

Luigi Raceway - **1'52"00**

Royal Raceway - **2'40"00**

Mirrored Tracks

Achieve first place on the gold cup in the 150cc class to gain access to the mirrored tracks.

Turbo Start

Like many N64 racing games you can get a turbo start by hitting accelerate as soon as the blue light comes on. Press too soon and you'll over rev your car and wheel spin.

Mortal Kombat Mythologies: Sub Zero

You may feel better using our cheats for this game.

Full Urns

Enter the code **NXCVSZ**

View Credits

Enter the code **GRVDTDS**

Skip to Quan Chi

As you die before a checkpoint hold down **A**.

Skip to Shinnok

As you die before a checkpoint hold down **B**.

Combos

Three hit - **HK, HK, Back + HK.**
Six hit - **HP, HP, LP, LK, HK, Back + HK.**

GoldenEye 007

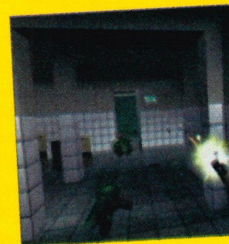
The best first person shoot'em-up ever made and we've got some great cheats to play around with. The game makes you work for most of the best ones though. You have to finish the levels on a set difficulty level within a strict time to activate the cheat. Here's a list of the cheats and the levels.

Level	Difficulty	Time	Cheat
1 - Dam	Secret Agent	2:40	Paintball
2 - Facility	00 Agent	2:05	Invincibility
3 - Runway	Agent	5:00	DK mode
4 - Surface	Secret Agent	3:30	Grenade launcher
5 - Bunker	00 Agent	4:00	Rocket launcher
6 - Silo	Agent	3:00	Turbo Bond
7 - Frigate	Secret Agent	4:30	No radar
8 - Surface	00 Agent	4:15	Mini Bond
9 - Bunker	Agent	1:30	Throwing knives
10 - Statue	Secret Agent	3:15	Turbo animation

Level	Difficulty	Time	Cheat
11 - Archives	00 Agent	1:20	Invisibility
12 - Streets	Agent	1:45	Rockets
13 - Depot	Secret Agent	1:30	Slow animation
14 - Train	00 Agent	5:25	Silver PP7
15 - Jungle	Agent	3:45	Hunting knives
16 - Control	Secret Agent	10:00	Infinite ammo
17 - Caverns	00 Agent	9:30	Twin RPC90s
18 - Cradle	Agent	2:15	Golden PP7
19 - Aztec	Secret agent	9:00	Moonraker laser
20 - Egyptian	00 Agent	6:00	All weapons

All characters on multi player mode

Go to the multi player mode and enter this long but worthy cheat to get lots of new characters including all the programmers and even Rare's office cleaners.



Mortal Kombat Trilogy

Play Pong

After playing 50 two player matches you get to play pong which is a much better game in my book.

Access Kameleon

Press **C-right, C-up, A, B, C-down, C-up, and C-right** at the story line screen.

Human Smoke

Pick Robo Smoke and hold **back, HP, HK< Run and block** before the round starts.

Play as Shao Kahn

Select any character and on either the pit three or the rooftop stages hold down **HP** and **LP** before the round starts.

Play as Motaro

Select any character and on either Jade's desert, Kahn's tower or the wasteland stages press **HK** and **LK** before the round starts.

MRC

This good little off road racer is even better with the hidden cars.

First hidden car

Finish the world championship in first place. Now save the game to a control pak and restart. When the game says "please

wait" press and hold the **A** and **B** buttons. The new car should be waiting for you on the car selection screen.

More hidden cars

You must beat all of the courses in match race. After you've done this you'll get the first of two hidden cars called Satan. Beat this car and you'll get to drive it against God. Defeat God and both cars are yours to drive.

NBA Hang Time

Big Heads

Hold **Up, turbo + pass** then rotate the **D-pad clockwise** (starting from **Up**.)

Huge Heads

Press **Up, up pass, turbo, up, up, turbo and then rotate D-pad clockwise** (starting from **Up**.)

Multi-coloured Ball

Hold left when entering match-up screen then press **shoot, turbo, pass, shoot, turbo, pass.**

Rooftop court

Hold **right** when entering match-up screen. Then keeping right pressed **tap turbo three times.**

Change Rodman's hair

Highlight the Chicago Bulls and press the **pass button** to change his mad barnet

Quake 64

No great shoot'em-up is complete without a God mode. And Quake 64 is no exception.

Debug mode

Go to load game and select 'do not use pak.' Now enter the password as **QQQQ QQQQ QQQQ QQQQ**. It should say 'incorrect password', but if you go to the options screen you'll see an option called 'debug mode.'



NFL Quarterback Club '98

Use the 'enter cheat' option and type in these codes. You can only use one at a time though.

GLYTHMD - Huge players
MCHLJNSN - Fast players
RNLDSWZNGR - Hard players
SMLMDGT - Tiny players
STYCKHNDS - Sticky hands
GTNHNS - Fumbling players
WLTPYTN - Fast running backs
JPNSMWR - Chubby players
BBMNTBL - Skinny players
DWNDRV - Unlimited downs
SPRSLYD - Slippery surface
STNTXTM - Hidden teams

Pilotwings 64

Some tricks for this classic flying game wouldn't go amiss.

Birdman stars

To play as the birdman you must grab one of the special stars. There's one on each level and if you touch it you'll restart the level as the birdman.

Holiday Island: Under the rock arch by the beach.

Crescent Island: In a cove on the beach.

Little States Island. In Central Park, New York.

Arctic Island: Look deep inside the cave near the waterfall.

Rampage: World Tour - various cheats

A game that failed to set our world on fire, but may be more fun when you learn these tricks.

Change character colours

You can change the colour of the monsters by moving up and down on the selection screen.

Hidden character

To play as V.E.R.N (Violent Enraged Radioactive Nemesis) search for a scum lab facility and eat the toxic waste barrels. V.E.R.N can fly, has super strength and can control him for the rest of the stage.

Monster Allergies

All the monsters have allergies. When your monster eats the thing he or she's allergic to they'll sneeze, destroying the entire building.

George is allergic to dogs.

Lizzy is allergic to birds.

Ralph is allergic to cats.

Hidden cities

To get to the hidden cities you have to rapidly punch one of these buttons on the screen that shows what your next city will be.

George: Jump

Lizzie: Punch

Ralph: Kick

Tank ride

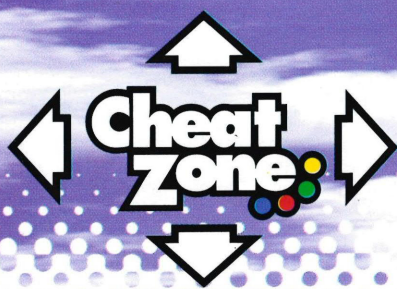
You can jump on tanks and control them. After a while the tank will explode and you'll be thrown into the air.

UFO ride

You can jump onto the UFO and ride around shooting buildings and enemies. After a while the UFO will disappear.

Hold **L** and **R** and press **C-left**
 Hold **L** and press **C-up**
 Hold **L** and **R** and press **D-left**
 Hold **L** and Press **D-right**
 Hold **R** and press **D-down**
 Hold **L** and **R** and press **C-left**
 Hold **L** and press **C-up**
 Hold **L** and **R** and press **D-right**
 Hold **L** and **R** and press **C-down**
 Hold **L** and press **D-down**





the Cheats encyclopaedia

Robotron 64

Smash up all those evil robots in this retro shoot-em-up

50 Extra Lives

On the main screen press: **D-up, D-up, D-down, D-down, D-left, D-right, D-left, D-right, C-left, C-right, C-left, C-right.**

Level select

On the main screen press: **D-down, D-up, C-left, D-down, C-left, C-right, D-down, C-right.** The level select is found on the set-up screen.

Game Boy mode

On the set-up menu press **D-up, D-down, D-right, C-left, D-down, D-up, D-left, C-right, D-up, D-down.**

Flame thrower

Whilst playing the game press: **D-down, D-right, D-down, D-right, C-right.**

Four-way fire

Whilst playing, press: **D-down, D-down, D-up, C-right.**

Radiation spray

Whilst playing, press: **D-up, D-down, C-right, C-left**

Shield

Whilst playing, press: **D-down, D-left, C-left, C-right**

Speed up

Whilst playing, press: **D-left, D-left, D-right, D-right, C-up.**

Three-way fire

Whilst playing, press: **D-right, D-right, C-left, C-down.**

Two way fire

Whilst playing, press: **D-up, C-up, D-up, C-up.**

San Francisco Rush

A fantastic game that really is great fun without this cheat. But this hidden track is a stunner.

Hidden Alcatraz track

To race around the rock you have to enter this long cheat. But it's worth it as the Alcatraz track is brilliant.

First of all enter one of these two codes

**8DP5KG5L4G59P
G92WVCQY0DRDQ**

**9DQ6LH6M5H6\$Q
H\$3XWCR01DTRD**

- 1- Choose the 'continue circuit' option and let the time run out.
- 2- Go to the track select screen and press **Z,Z,Z,Z** to get the F1 car
- 3- Go to the car select screen and hold **C-left**, press **Z**, release both and press **D-left.**
- 4- Go to the set-up screen, hold **C-up**, press **Z**, release both and press **D-up.**
- 5- Go to the track select screen and hold **C-right**, press **Z**, release both and press **D-right.**
- 6- Go to the car select screen and hold **C-down**, press **Z**, release both and press **D-down, L, R**

You should hear a noise if you've done the code correctly. Because of the complexity of the code it may take a few attempts to get it working.

If you have a memory pak you can cheat the system to save the track onto your pak. Enter the track code and let the time

Shadows of the Empire

We've got a mega new cheat for this game.

For these cheats to work you'll need a control pak. Start a new slot and call it **-Wampa-Stompa** (each '-' is a space, there's one before Wampa and two between Wampa and Stompa.) Start the game, pause it and set the controller type to **'traditional.'**

Debug Cheat Menu

This one is very difficult to open, but persevere and you'll find a great menu with all the levels, every item, invincibility, sleeping villains the ability to walk through walls and much, much more.

- 1) Make sure you're using a game saved as **-Wampa-Stompa**
- 2) Start a game on any level
- 3) Hold down all of the **C** buttons, **Z, L, R** and **D-left.**
- 4) Whilst holding all of these down move the control stick **halfway to the left** until you hear a 'donk' sound. It should take about five seconds
- 5) Now repeat but holding the control stick **halfway to the right**
- 6) Repeat step 4
- 7) Repeat step 5
- 8) Repeat step 4
- 7) Pink text should appear at the top of the screen. Use **L** and **R** to select options and **up** and **down** to change options. Use the **A** button to activate the selected cheat.



run out. Start a new game without using a player and enter the first parts of the code. After you've backed up to the set-up screen start a new game using a pak player and enter the rest of the code.

Snowboard Kids

Get the hidden kid and all the tracks without any of that hard work by using our cheat.

All Tracks and Characters

Go to the title screen (the one with all the characters on it) and press the following: **Control stick down, controls stick up, D-down, D-up, C-down, C-up, L, R, Z, D-left, C-right, control stick up, B, D-right, C-left**

Tetrisphere

Playing with your balls in public isn't just a game for pop stars.

Super Mario 64

Use these cool tricks to get the most out of Mazza.

Cannon Fodder

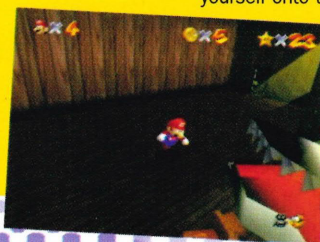
In wet dry world get into the cannon with at least half power. Aim directly into the centre of the sun and shoot. Mario should fly into the wall, then fall down hit the floor and bounce back into the cannon. Do the same thing again and Mazza will die, but still be in the cannon. You can keep shooting Mario even though he's dead.

Chomp Stomp

On the first course, grab the small bomb-omb nearest Chomp (the big bomb on a chain.) Throw the little bomb at chomp and if you do it properly Chomp should fly back and land on the post. It should make things easier when it comes to stomping the post down.

Meet Yoshi

After getting all 120 stars go back outside the castle and climb into the opening where the grating was near the beach. It's now a cannon and you can use it to shoot yourself onto the roof of the castle. That's where you'll find our favourite hungry dinosaur.



Big Penguin

8) To get the cheat menu back pause the game then hold down all of the buttons in step 3 and move the control stick left or right.



Control an X-wing or Tie Fighter

Go to the second part of the Skyhook battle, then pause the game and press and hold all these buttons at once: **D-left, C-left, C-right, C-up, C-down, L, R** and **Z**.

Control AT-ST

In the second round of the Hoth battle, when the scout walkers appear press **D-left** and **C-right** (at the same time) then push control up. The **C-right** button will then let you change camera until you are the AT-ST. Use the D-pad to control the Rebel crushing machine.

Control Wampa

On the escape from echo base level do the above code and press **C-right** until the Wampa appears.

Play as Stormtrooper

Repeat the Wampa code and keep pushing **C-right** and you'll eventually come to control a stormtrooper.

End Sequence

Enter your name as **-Credits** (the '-' is a space) and when you begin the game you'll be taken straight to the end sequence.

New characters

Go to the 'new name' option and press **L, C-right** and **C-down** for some new characters.

Lines game

Enter the name **LINES** to play the lines game.

Access all levels

Enter your name using the symbols: **Saturn, Spaceship, Rocket, Heart, Skull**.

New music

Enter **G, Alien Head, MEBOY** to get some gameboy style music

View credits

Enter **CREDITS** to view the credits.

Top Gear Rally

Rallying around racetracks is better than ever with our collection of cheats for this

cracking racing game.

All cars

Go to the arcade mode on the selection screen and press: **A, D-left, D-left, C-down, A, D-right, Z**

All tracks

Go to the arcade mode on the selection screen and tap: **A, D-left, D-left, D-right, D-down, Z**

Ice cube car

Go to the arcade mode on the selection screen and press **C-down, D-up, B, D-right, A, D-down, A D-right**

Beach ball car

Go to the arcade mode on the selection screen and press **B, B, A, D-left, D-left, C-down, A, D-right**

Helmet car

Go to the arcade mode on the selection screen and press: **D-up, D-up, Z, B, A, D-left, D-left**

Change car colour

Before choosing your car hold down the **L** and **R** buttons and you can use the **C** buttons to change your car's colour.

Turok: Dinosaur Hunter

Head for the 'enter cheats' screen and type in any of the following codes.

DLKTR - Pen and ink mode
SNFFRR - Disco mode
FRTHSTHTRLSCK - Infinite lives

THBST - Gallery
FDTHMGS - show credits

THSSLKSCL - Spirit mode
CMGTSMMGGTS - All weapons
BLTSRRFRND - Unlimited ammo
RBNSMTH - Robin's cheat
GRGCHN - Greg's mode
DNCHN - Dana's mode
NSTHMNDNT - Show enemies
LLTHCLRSFTHRN - Pretty colours
CLLTHNTMTN - Quack mode
NTHGTHDGD CRTDTRK - This is the big cheat

War Gods

It's a bad fighter but at least our cheats are good.

Unlimited continues

Go to the options screen and quickly press **C-left, C-left, D-right, A, B, C-up, C-right**.

Cheat menu

In the same way as above press: **control right, control right, control right, B, B, A, A**

With easy fatalities switched on press **HP, LP, HK, LK** all at once for a fatality.

Play as Grox

On the character selection screen press **D-down, D-right, D-left, D-left, D-up, D-down, D-right, D-up, D-left, D-left**

Play as Exor

On the character selection screen press **D-left, D-down, D-down, D-right, D-left, D-up, D-left, D-up, D-right, D-down**.

Random character select

Hold up and press start.

Race

Not many people know this, but after you've got all 120 stars there are a few differences in the game. One of these is the penguin race on the cool, cool mountain (course 4). Jump in the chimney of the house and you find that the penguin has been stretched and is harder to beat in the race.



Hat Trick

Go to snowman's land (course 10) and head for the snowman's head. Run along

the bridge and let the wind blow your hat off. Head on without your hat past the grey star, the small snowman and go toward the two pine trees. The second tree is in a teleport. Run through it. Now step back and you'll teleport a second

time. You need to do this at least three times. Now go back to your hat and look carefully. You'll see that it is now a bunch of hats stacked on top of each other. Slowly approach the hat stack and pick one up. Mazza will don his cap, but all the other hats are still there. Now pick up another hat and you can use it.

Blockman

On course 2 there's a good trick to pull but only if you practice.

Head for the two giant guard blocks and look for the giant band-aid on the back of the blocks. You can jump straight through the block by aiming directly for the centre of the block's face.

It's hard to pull off, but with a lot of practice it makes them much easier to smash. We thought this was a mistake at first, but apparently the big 'N' claim that it's an intentional part of the game.

the Cheats encyclopaedia

Wave Race 64

Splash, splash around on a dolphin instead of the usual jet-ski with our cheat for this brilliant racer.

Dolphin ride

Select the stunt mode and choose Dolphin Park. Now go through all the rings and do all the stunts listed in the manual including the underwater dive from a ramp. Do this correctly and you should hear a squeak as you cross the finish line.

Reverse tracks

Achieve an overall first place on the expert difficulty level to open up the reverse mode. You can now race backwards on all eight tracks.

Wetrix

Fancy some fun with this water logged game.

Special Landscapes

To open up the hidden cheat modes you must complete all of the training levels.

Water bombs away! But if you use our cheat for this wet game you'll be able to drop water on some very special looking landscapes



Secret Wrestlers

To get the secret wrestlers you must defeat all of the leagues. Each league has a secret boss that you'll be able to select after you've beaten him (and on one occasion a her). Once all of the leagues have been defeated a new tournament called World Wide Wrestling will appear. Defeat the cruiser and heavyweight divisions in that league and another two wrestlers will appear.

Yoshi's Story

Eat as much fruit as you can handle and never, ever die. This platform game is now even easier than before.

Infinite Yoshi's

When your last Yoshi is being taken away to the castle quickly hit reset. When you restart you'll be able to continue that level with all your Yoshi's intact.

Wayne Gretsky's 3D Hockey/ WG '98/ Olympic Hockey Nagano



Three games with one set of cheats, they work on 'em all.

Change player's physique

At the options screen press and hold **R** and any of the **C** buttons. This brings up 16 zeroes at the bottom of the screen. Tap the **C** buttons to change the numbers which will effect the characteristics of the players. Here are some examples

- 1100000** - Small heads
- 0100000** - Big heads
- 1010100** - Tiny players
- 1101100** - Big players with small heads
- 0101100** - big players with big heads
- 0001010** - Big players

Constant fisticuffs

At the options screen hold down the **L** button and press **C-right, C-left, C-left, C-right, C-down, C-up, C-up, C-down, C-left, C-right, C-right, C-left, C-right, C-left**



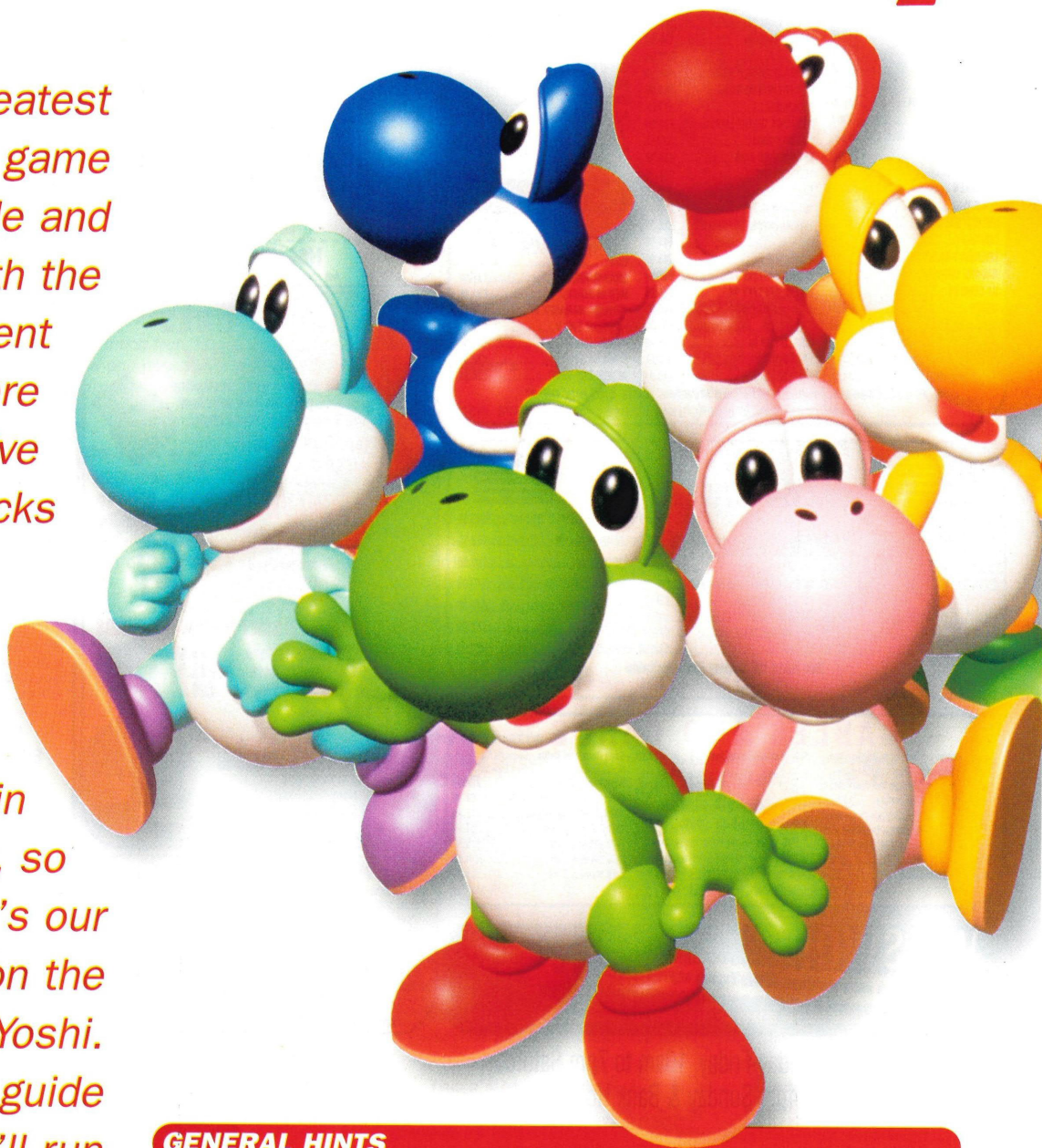
Super teams

At the options screen hold down the **L** button and press **C-right, C-left, C-left, C-right, C-left, C-left, C-right, C-left, C-left**

Well I hope you enjoyed our new cheats encyclopaedia. There's been no time to include any readers' cheats this month (sorry!), but keep sending them to 'Cheat Zone' at the usual address and we'll keep handing out £20 on a regular basis. Next month's encyclopaedia will include all the best cheats for all the best games, so stick with N64 Pro

Yoshi's Story

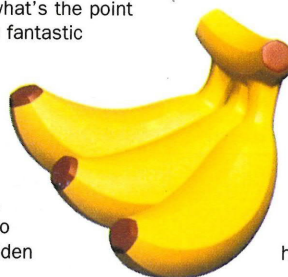
*It's the greatest
2D platform game
ever made and
beneath the
apparent
simplicity there
lies a massive
amount of tricks
and secret
stuff. We're
as willing
as always to
help gamers in
distress, so
here's our
lowdown on the
secrets of Yoshi.
Read our guide
and you'll run
through every level
and find some
hidden surprises
on the way*



GENERAL HINTS

The first time you play Yoshi's Story you may be forgiven for thinking it's a bit on the easy side. And you'd be right! So what's the point in writing a huge guide to this fantastic game? Well there's more to completing this game than just working your way to the end sequence. To get the most out of Yoshi you have to explore every nook and cranny in the game. You have to find every heart to see all the levels, find the hidden

black and white Yoshis and find the friendly Shy Guys. If you really want to get the most out of this huge platformer you have to go for the high scores. To help you on your way in this huge game we've done another one of our fantastic guides. Full of general hints, tricks and the whereabouts of all those secret hearts this is your indispensable guide to the world of wonder that's Yoshi's Story. I hope you enjoy it as much as I did.



Expert's Guide

GENERAL HINTS

Hidden Message

If you get six melons in the right order you'll get a secret letter made out of coins. Make a note of the letter and arrange them in the order they appear (there's one on each stage.) All 24 letters placed in order spell out a secret message.



Score Big Time

If you just run through the levels and scoff every random piece of fruit you'll miss a lot of the fun in Yoshi's Story. The trick is to go for the high scores by being selective in your eating habits. Eating several identical pieces of fruit in a row will multiply your score.

The most important fruit is the melon,



which is worth a whopping great 100 points. Each level has 30 melons and to score the highest points you must get all 30 melons and ignore the other fruit.

After melons, the best fruit to scoff is the lucky one that you choose at the start of the game. After that comes the



favourite fruit, which depends on the Yoshi you choose (in other words, try to pick fruits that match the colour of your Yoshi).

Rotating Tongue Action

One of the most useful tricks to learn in Yoshi's Story is the tongue flick. Spit out Yoshi's tongue horizontally until it is fully extended then quickly rotate the control stick either up or down and the tongue will rotate around. This trick can be used to pick up items that are blocked by platforms as the rotating tongue isn't stopped and your Yoshi will often be able to pick up items otherwise unobtainable.



and he'll change colour. Keep pounding that ground until the Shy Guy matches the colour of your Yoshi, then jump on top of him to splat him.

Super Happiness

Eat several pieces of the same fruit to become super happy. When you are super happy you're invincible and if you do a ground pound near a Shy Guy and he'll turn into a piece of fruit.

Tulip Boost Trick

Everyone knows how to tulip boost, but did you know that pressing A and B together whilst boosting snaps you out of it. Making those hard to reach items much easier.

Grabbing Gold

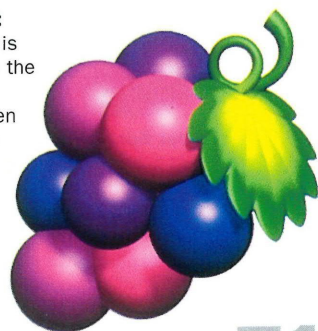
Each gold coin is worth a measly one point, but there are plenty lying around and they soon add up, so make sure you keep grabbing them. Following gold coins often leads to secrets so being a bit greedy can often be a good idea.

Special Hearts

There's three special hearts to be found on each level and grabbing one will earn you 100 points. But even better, each heart you grab opens up a level on the next page.

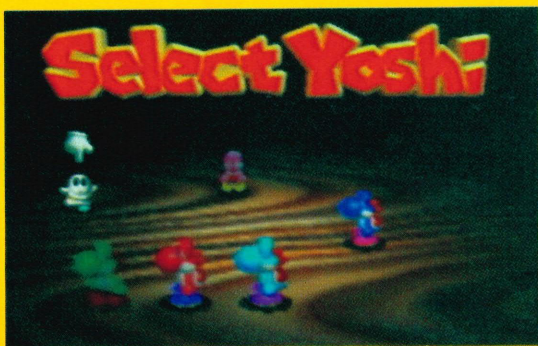
Infinite Lives Cheat

When your last Yoshi is being carried away to the tower, quickly press the reset button. When you restart the game you will be able to continue that level with the same number of Yoshis that you had when you started playing that level.



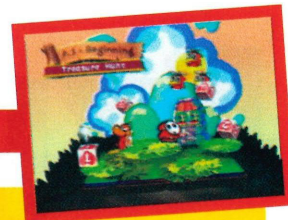
White Shy Guys

Hidden throughout the game are several of these friendly Shy Guys. They look like normal enemies, but if you grab them they'll follow you around. If you finish the level without losing your Yoshi, you'll see them on the Yoshi select screen. Select the white Shy Guy and he'll scarper off to save a captured Yoshi. Thus giving you an extra life to play around with.





Yoshi's Story Expert's guide



PAGE 1: Course 1: Treasure Hunt

An easy introduction to the game that gently takes you through the basics. Perform a ground pound to get past Pak E. Derm (the elephant holding a stop sign.) Sniff around to find all thirty melons.



First Special Heart

Release Poochy by doing a ground pound on his stump. Now follow him and do a ground pound where he indicates. You should get some melons and the first heart.



Second Special Heart

Keep following Poochy and ground pounding and a platform will appear. Jump up to get the heart.



Page 1: Course 2: Surprise!!

This patchwork level really shows off the special effects used in Yoshi's Story. Watch out for the Shy Guy's hiding in the trees and do a ground pound to knock them to the floor.



First Special Heart

When you reach a tree of Shy Guys burst the '?' bubble which reveals switch. Jump on the switch and climb up the clouds to get a special heart.



Second Special Heart

Head on and you'll come to a yellow pipe near the spiders. Sniff around and you'll find a hidden secret. Do a ground pound to reveal the special heart.



Third Special Heart

For the final special heart move on to the '?' ball. Shoot it to reveal a clown platform. Push up and the clown face will expand taking you up to the heart.

Third Special Heart

Keep going on and you'll come across a floating block. Hit it with an egg to reveal the heart and do a ground pound to make a platform appear.



White Shy Guy

Go to the second part and walk straight on at the first two splits in the road. Now head up at the third and shoot the '?' bubble to get the white Shy Guy.

First Special Heart

Go to the top of the second area and take the left route. Climb the '!' balls until you come to the heart.



Second Special Heart

Head to the third area and go to the third tulip boost. Eat the tulip and boost to the right to get the heart.



Third Special Heart

Go the fourth area and head up the blowing wind. The heart is on the left hand side of the level.

Page 1: Course 4: Tower Climb

This large castle has a new mode of transport, the helicopter platform. Beware though, these flying platforms disappear if you hit a wall.

Page 1: Course 3: Rail Lift

Clouds on rails and Shy Guys on stilts! You'll get used to the surreal nature of Yoshi's Story after a while.



First Special Heart

Just before the big cliff is a '?' bubble at the top of the screen. Burst the bubble and stamp on the button and lots of '!' balls appear. Use your tongue to work your way up to find the special heart.



Second Special Heart

Go to the fourth area and shoot the switch that deflect the bumper ball. Now shoot the '?' ball to reveal the heart. You can either grab the heart or shoot it with an egg.



Third Special Heart

Go to area four and hit the '?' ball. Jump on the first switch and run along to the second switch. After you hit the switch the heart should appear. To get the heart shoot it with an egg.

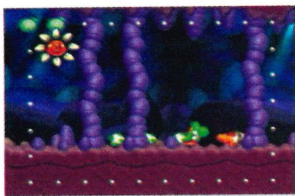


Yoshi's Story Expert's guide



PAGE 2: Course 1: Bone Dragon Pit

You head underground for the next chapter of the story. Don't be afraid to eat the white venus flytraps as they taste better than they look.



First Special Heart

When you come across Poochy do a ground pound to reveal the first special heart.



Second Special Heart

Follow the arrows down and left and you'll soon come across some blocks. Smash them to find a white Shy Guy. Head on and you'll find a '?' ball that contains a switch. Hit it and head up to get the heart



Third Special Heart

Hit Likitu and steal his cloud. Now go up and enter the pot. Kill the three dragons to get the third special heart.

Black Yoshi

Go to Miss Warp 3 and drop down the passage. Now make your way left until you're under a platform. Flutter jump up to get to the '?' ball. Shoot it to get the black egg.

Page 2: Course 3: Jelly Pipe

A course full of pipes and a jelly type substance that acts a bit like quicksand.



First Special Heart

Go down at the first fork and push the question block to the right. Then use the block to jump up and you'll find the special heart.



Page 2: Course 2: Blargg's Boiler

There's a lot of fire about in this world and you should avoid it if you want to keep your Yoshis free from captivity.



White Shy Guy

Keep your eyes open in the second area for a blue pipe in the ceiling. Halfway along the melon race you'll see a '?' ball. Shoot it with an egg and grab the white Shy Guy.



First Special Heart

Halfway through the first area is the special heart in the lava. Stand on top of the bone above it and the bone will sink down and you'll grab the special heart.



Second Special Heart

As you go through area two you'll see a special heart beneath a dragon bone. Stand on the other bone on the left and shoot the special heart with an egg.



Third Special Heart

Past Miss Warp 3 is another heart underneath a sinking bone. Grab it by standing on the bone until you sink down and then jump off before you hit the lava.

Second Special Heart

At the end of the first area is a vase. Make sure you've got plenty of eggs and jump in the vase. You'll come across a slug, so hit him with a few eggs and he'll vanish leaving you the special heart.

Third Special Heart

Go to the second area where you'll find Yoshi's favourite friend poochy. Do a ground pound near him to reveal some lift platforms. Go up and head along the tunnel to find the special heart.

Page 2: Course 4: Torrential Maze

A horrendous maze that will have you wandering around in circles. Make good use of the helicopter platforms and watch out for the ghosts.



First Special Heart

Go right at the start and take the helicopter platforms up to the cave with Miss Hint. The lower passageway leads to the special heart.



Second Special Heart

Go to the area with Miss Warp four. You can walk upon the flying ghosts and if you get to the top of the cave you'll find the heart.



Third Special Heart

Go through the chamber with the vines. Now head left and down and burst the two '?' balls. Use the 'I' balls to go up and left to get to the special heart.



Black Yoshi

There's a black egg in the fourth area. To get it use the vines and head to the right. At the end is a '?' ball that contains the black egg.

Yoshi's Story Expert's guide

Page 3: Course 1: Cloud Cruising

A sky made out of denim jeans shows just how imaginative this game really is. The snakes carry you through the sky and change direction every time you jump on them.

First Special Heart

Take the snakes all the way to the top of the area. Then walk to the left until you reach a '?' ball, shoot it to get the heart.



Second Special Heart

Go to area three and jump in the red pipe and you'll find a heart hiding in one of the clouds. Do a ground pound to reveal it.

Third Special Heart

Jump on the back of the huge dragon until you see a switch on a parachute. Hit it and you'll

access a secret area with cloud steps. Make your way up the steps jumping on the delay switches and at the top will be a heart on the right.

White Shy Guy

As you are getting the third special heart you'll see a '?' ball at the bottom of the area. Shoot it to get a white Shy Guy.



Boss: Cloud N Candy

He may look mean, but he's a bit easy really. Just scoff him up and he'll get smaller and smaller until he vanishes completely.

Page 3: Course 2: The Tall Tower

It's a tall tower with huge springs to catapult you to great heights. Jump on the feathers to go surfing through the open skies.



First Special Heart

It's on the right side of the first area as you're working upwards.

Second Special Heart

As you go through area two you'll find a '?' ball that contains a vase. Hit the switch and you'll start a race, but this time you have to ride a leaf. When you've finished the race jump off and take the other leaf and you'll find the heart by keeping level with the coins.

Third Special Heart

Go to area four and jump up until you reach the 14th ball. Now fall off and keep heading to the left.

White Shy Guy

At the top of the first area is a '?' ball that contains a white Shy Guy.



Boss: Invisio

This boss blends in well and hides in the background. Look for the blur in the background and use a well placed egg to knock him around.

Page 3: Course 3: Poochy and Nippy

A wintry level that has the Poochy on hand to help.



First Special Heart

Head to the third log in the first area and grab the '?' ball with

PAGE 4: Course 1: Jungle Hut

A massive jungle course with large huts. It's easy to get confused at first by this level, but just take time to look around and you'll work out where things are.



First Special Heart

Go up and left until you find a Tulip boost. Eat it and boost up and to left and you'll fly to the heart.



Second Special Heart

The heart is just below the exit that leads from area one to area two. Drop left off the start platform then head right to the platform with a blue block. Destroy the block, eat the tulip and boost up to the right to get the heart.



Third Special Heart

Go through the green pipe at the bottom of area one. As you drop from the pipe flutter jump to the right and land on top of the hut. Head right and jump up the green pipe to get the heart.

White Shy Guy

As you're heading for the third heart you'll come across some blue blocks. Smash them and you'll find a white Shy Guy.

Page 4: Course 2: Jungle Puddle

Half submerged in water, this level will require swimming skills as well as good jumping. Watch out for the huge fish as they jump up and swallow you

whole, killing you no matter how much health you've got.



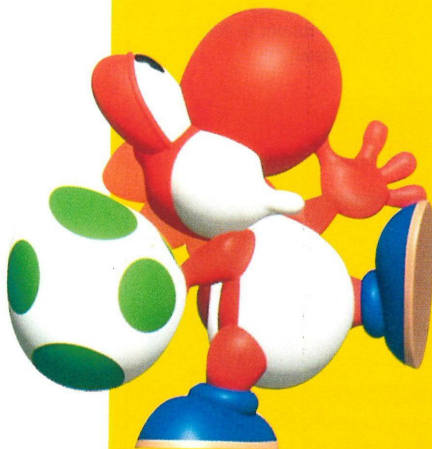
First Special Heart

This heart is easy to find. As you're heading through the first area shoot the '?' ball with an egg to get the special heart.



Second Special Heart

Head underwater in area one and you'll find the special heart hiding underneath a platform on the bottom of the sea bed.



Yoshi's Story Expert's guide



your tongue. then jump up to grab the first special heart



Second Special Heart

Go from Miss Warp two and cross the logs until you get to a square of blue blocks. The heart is hiding in the block in the middle.



Third Special Heart

The heart is above the four pipes in the area just before Miss Warp four. Jump onto the birds to work your way up above

the pipes to get to the heart.

White Yoshi

Go to the second area and head upwards at the fork then head right and go up again at the second fork. Go down the red pipe to find the white egg.

Page 3: Course 4: Frustration

An apt name for a course where you fall and die so frequently. You navigate the wooden circles



Boss: Cloudjin

He may seem hard at first, but he's quite easy with a bit of practice. You need to balance on one of the logs and keep hitting him with eggs. You can get extra eggs from the blocks and eat a bee if your health is low.

by running around them and jumping over the holes.



First Special Heart

When you're in the rolling logs you'll come across a '?' ball that contains the first special heart.



Second Special Heart

Head past Miss Warp three and you'll see a '?' ball underneath two blue blocks. Smash the blocks and the ball to get the second special heart.



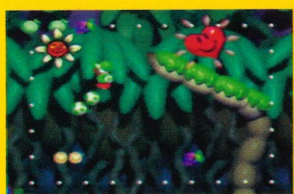
Third Special Heart

In area two you'll find a centipede guarding a '?' ball. Destroy the ball and dodge the centipede to get the heart.



Boss: Don Bongo

A fat green thing with huge red lips, hard to describe but not too difficult to beat. Avoid the falling pots and pans (or swallow them) and hit Don three times on the lips with your eggs.



Third Special Heart

Towards the end of the second area you'll come across two question blocks which you push together to get some melons. You'll find the heart above these blocks.

Page 4: Course 3: Piranha Grove

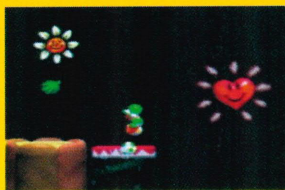
Just like The Day of the Triffids, this level is full of Yoshi eating plant life. Kill the big ones with eggs and watch out for the smaller flying and walking plants who will swallow you, steal your eggs and spit you out as a tiny Yoshi.

First Special Heart

Go to area two and do a ground pound on the second log to



make some platforms appear, head up them to get the heart



Second Special Heart

In area two you need to climb up and you'll find a '?' ball. Shoot it for the heart.

Third Special Heart

Go to the third area and you'll find the heart after the fifth rolling ball. You need to hit it with an egg to get it whilst trying to keep your balance on the ball.

Page 4: Course 4: Neuron Jungle

A level with a set of really funky looking monsters. Don't be afraid of them though. Ground pound their heads to make them move around.



First Special Heart

Go to area two and between two of the funky monsters you'll see the heart. Ground pound on one of them and grab it before the blob decompresses.

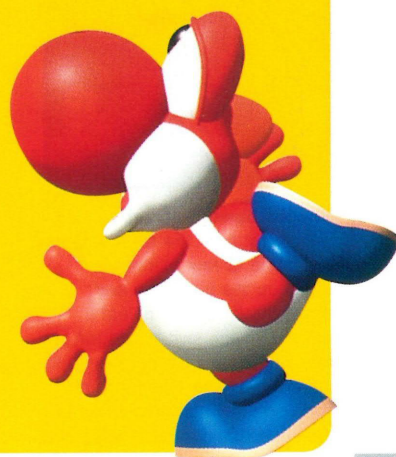
Second Special Heart

Still in area two near the bottom under a red blob. Ground pound on his head to and then grab the heart.



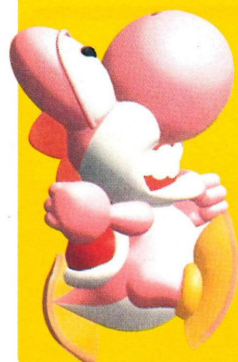
Third Special Heart

Go to area three and you'll find three '?' balls in the middle of the level. The middle one contains a special heart.



Yoshi's Story Expert's guide

PAGE 5: Course 1: Lots O' Jellyfish



An underwater level which (like the name suggests) contains a lot of jellyfish. Some of them home in on you so make sure you keep moving.



First Special Heart
Go to area two and head down and left the first junction. Follow the tunnel to the heart.



Second Special Heart
Go to area two and find the red pipe, swim past to the right, go down and take the next tunnel

on the left. Follow this without turning to find the heart.



Third Special Heart
Go to area four and head to the right until you find a tunnel that goes down. The heart is at the end of this tunnel.

Page 5: Course 2: Lots O' Fish

There's a big cliff at the start of this level that is too high to jump. Use a ground pound near the arrow sign to reveal the set of steps.

First Special Heart
Go down the yellow pipe in the first area and you'll find a lot of fish. Eat them all to reveal the first special heart.



Second Special Heart
Swim left along the tunnel in area one (there's a green pipe nearby) you'll find the heart.



Third Special Heart
Go to area four and shoot the '?' ball near the bee hive. Then shoot the heart with an egg.

Page 5: Level 3: Shy Guy Limbo

A bright shiny level with lots of Shy Guys dressed in grass skirts.

PAGE 6: Level 1: Mecha Castle

A vicious place full of spikes and buzz saws. Remember not to eat the black Shy Guys as they taste nasty. Instead creep up on them and wait until they've dropped their weight before jumping past.

First Special Heart
Walk up the steps in the first area and use the '?' ball to get to the passageway above. Head right and you'll find the heart.



Second Special Heart
Head right from the start until you come to four platforms. Climb up the platforms and shoot the '?' ball to reveal a switch. Hit the switch and run to the right across the cogs and hit the other switch. Keep moving and use the '?' balls to go up to the vase. Jump into the vase and

Page 6: Course 3: Ghost Castle

This is a spooky level full of cowardly ghosts. The blindfolded ghosts with huge ears can't see you, but they can hear your running around. Tread carefully and every so often stop moving and the ghosts will fly past you. The block ghosts turn into platforms when you face them, but they'll chase you the moment your back is turned. Use them to get to hard to reach places.



First Special Heart
Head right to the second area and go down the yellow pipe. Get the key and head back up the pipe and go through the door at the top left of the screen. Make your way up and right and you'll find the heart.



Second Special Heart
Head for the first heart and go down, left, up and right. Shoot the '?' ball to get the key. Go to the second area and take the bottom left door. Now head right until you find six grey blocks. Smash the fourth block.

head right where you'll find a '?' ball that contains the heart.

Third Special Heart
Find Miss Warp 2 and jump right onto the next ledge. Find the lift nearby and head up to find the third special heart.

Page 6: Course 2: Lift Castle

Another castle full of buzz-saws

and black Shy Guys. Just before you reach Miss Warp 2 you should go through a door with a black devil-type creature inside. Shoot the nasty devil with an egg and he'll drop the key for the door at the start.

First Special Heart
When you reach Miss Warp 2 hit her but don't grab the umbrella. Drop down and flutter jump to the left to get the heart.



Second Special Heart
Go to Miss Warp 3 and jump on one of the bumper balls. Try to stay on top of it and you'll go up to the heart.

Yoshi's Story Expert's guide



First Special Heart

Towards the end of the first area you'll see a switch on a parachute. Hit the switch to reveal the heart.

Second Special Heart

Go to the second area and you'll reach a set of platforms. Pound on the fifth island to get the heart.



Third Special Heart

Move on to the fourth area and

steal Lakitu's cloud (hit him with an egg.) Fly up and you'll find the heart.

Page 5: Level 4: Shy Guy's Ship

Another funny level where the Shy Guys ride around the background in a pirate ship firing bombs at you.



First Special Heart

In the first area you'll come across a row of blue blocks that form a platform. Smash the third block to reveal the first heart. Don't just grab it though! Jump onto the blue pipe and shoot it with an egg.

Second Special Heart

Go to area two, get some eggs



and jump upon a bird heading right. You'll see the heart trapped in some blocks. Keep using the birds as platforms and grab the special heart.

Third Special Heart

In the final part of area two is a row of blocks with cannons on top. The special heart is hidden inside the fourth block. Dodge the cannonballs and grab the heart by shooting it with an egg rather than try to pick it up.



Third Special Heart

Head right from the second heart and go down the pipe and back to the second area. Go into the bottom right door and head right until you reach a lava pit with a yellow block. Smash the block with an egg.



Third Special Heart

Go to area five and enter the melon race. You'll find the heart in a '?' ball in the middle of the race.

Page 6: Level 4: Magma Castle

More enemies and more lava than any other level, but at least the dragon's on your side. However, make sure you jump on Miss Warp 1 before heading off on the dragon's back.



First Special Heart

Go to the second area and you'll find the heart underneath a platform in plain view.

Second Special Heart

Go to the door to the slug room and use the Tulip boost on the right. Boost upwards then head right past the '?' blocks to find the heart.

Third Special Heart

Kill the slugs by shooting eggs

Baby Bowser

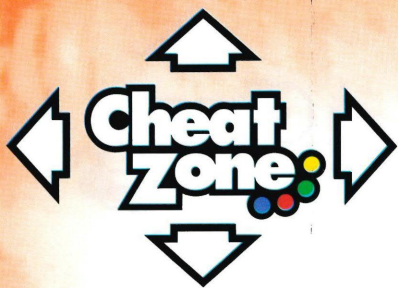
At last you'll see the super happy tree, but first you have to fight Baby Bowser to win the game. Bowser follows the family tradition of jumping around and spitting fire at good guys. Don't worry. He's an absolute pansy.

Just grab the falling bombs and throw them at the ceiling to knock the spikes. Do this three times and Bowser will start spitting fire at you, now strike him three times on the head and he's out. If you start running low on energy scoff the fruit on the super happy tree.



just in front of them and get the key. Now warp back to Miss Warp 1 and go through the door on the left. Kill all the bats in this room to get the last heart. Congratulations, you've grabbed every heart in the game!

Well done! By now you should have seen every level Yoshi's Story has to offer. But don't stop now, keep sniffing around to find all the hidden melons.



By Noely

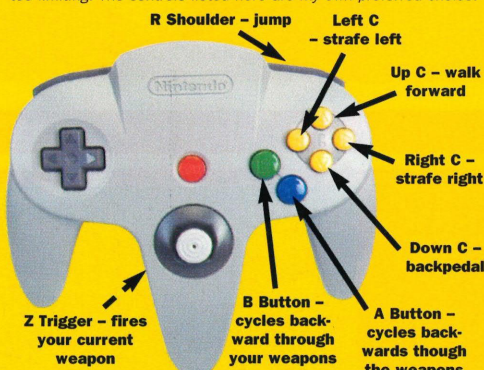
Quake 64

Okay Quakesters! Last month we gave you a gentle introduction to the world of Quake with some general playing strategies plus we dipped our toe timidly into the first few levels. Well now it's time for the real stuff as we dive straight into the frenzied action. I've covered the remaining levels of Episode 1 and after

that we're knee deep in the dark depths of Episode 2's Realm of Black Magic, in this our comprehensive walkthrough. Read on dungeoneer's with Noely's help those runes will soon be yours.

YOU ARE IN CONTROL

I've already mentioned this. However for the benefit of the reader who wrote in and told me I gave the wrong controls for Quake in my review, I'll repeat myself. The default controls for Quake are too limiting. The controls listed here are my own preferred choice.

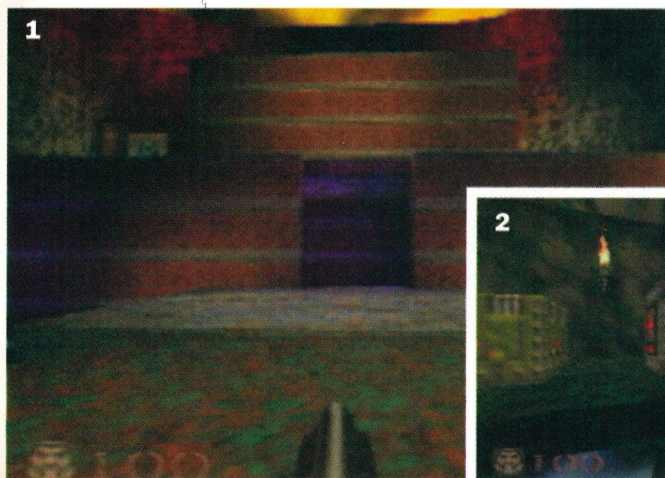


Map 4: Gloom Keep

YOU BEGIN facing the large Main Gate entrance to the keep. Firstly, turn to your right and dive into the water. You should see a small cave in the wall (Secret Area 1) containing a mega-health and nails. Swim back out of the cave and head right to a small flight of steps leading out of the moat.

Ignore the gate to your right and return to the main gate. Go through the main gate killing any Knights you encounter along the way and avoiding the booby-trapped spots of light on the floor.

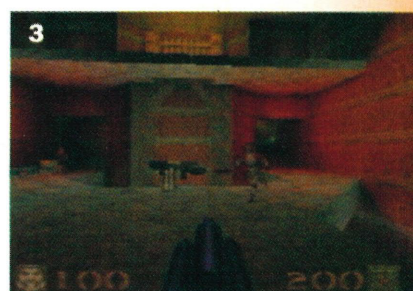
Eventually you'll reach a forked platform with a rocket launcher. Collect this weapon and take out the two Knights here and to your right. Then head left and take out the Ogre along this hallway. Continue forward, avoiding the ceiling spike and stop just before the circular room with the chequered floor. Kill any enemies here then leg it



1
You begin facing the entrance to the keep. Dive into the water to your right...



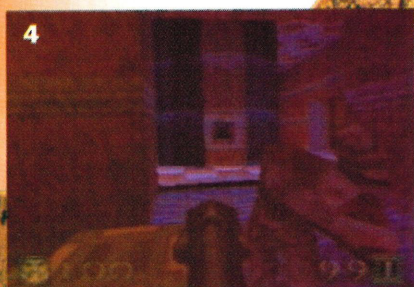
2
...then swim into the cave to find this room (Secret Area 1) and a Megahealth



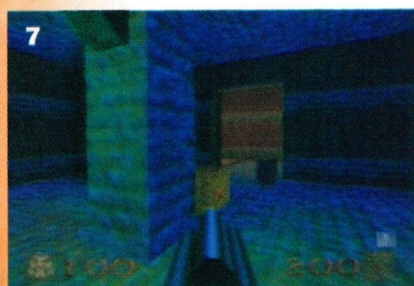
3
At this forked platform grab the RL and then take out the Death Knights here

Part Two

Walk-through guide



Kill enemies here before legging through this nail trap room to sanctuary beyond



Jump up and headbutt the bracket on this column to open Secret Area 3

through this room (hopefully to the sanctuary of the walkway beyond).

Continue along the walkway and activate the pressure-pad on the corner. Turn back the way you came and peer downwards and to your left to see a newly revealed corridor. Kill any enemies from above, then drop down and take this new corridor and the lift back up to avoid the three sliding spikes further along the walkway.

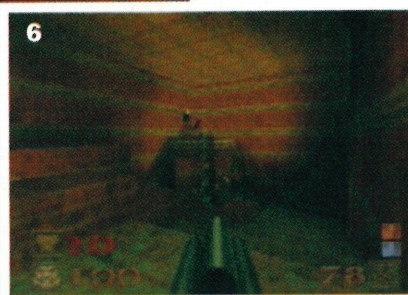
Follow the stairs up and around, then kill the Scrag and Ogre waiting at the top. Step on another switch here to reveal a Knight guarding the silver key. Grab the key then drop down through the floor and you're back at the forked platform.

Head back to where you started and enter the small gate to the right of the keep's main gate. You'll come to a room with an Ogre throwing grenades from a platform high in the corner. Let him ride your rocket then take out the other Ogre at the bottom of the stairs.

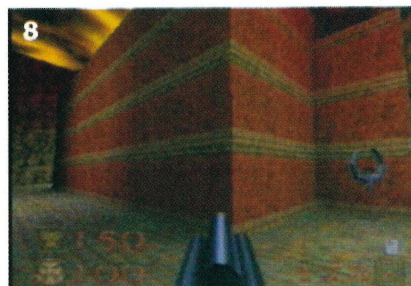
Now go back up the stairs and jump onto the banister. From here you can jump across to the walkway to your left. Now run along the walkway and jump across to reach the



Grab this key then drop through the floor and you're back at the forked platform



Kill the Ogre atop this high platform, then use the bannister to reach Secret 2



On top of the keep (Secret 4) is the Quad

raised Ogre platform (Secret Area 2) containing armour and rocket ammo.

Jump back down and head through the doorway and waste the two Fiends in this next room. Restock your health, then open the silver key door and press the button that appears. Take the lift back up to the forked platform.

This time take the right fork until you reach a room containing a super nail gun beneath a

“Use your Quad power to dispose of the Shambler”

torch bracket. Kill the Ogre and Knight in this room then collect the super nail gun and as you grab it jump upwards. Your head should hit the bracket operating a switch. Behind the column a small room will be revealed (Secret Area 3) containing yellow armour.

Grab the armour and then exit the room opposite where you entered. Climb to the top



Use your Quadded Super Nail Gun to dispose of the lightning blasting Shambler

of the steps, taking out Knights on your way, and approach the sliggate. Instead of entering, walk around its backside and enter it from behind (fnarr! Fnarr!)

You should now be on top of the keep (Secret Area 4). Kill the Fiend and the Scrag here and follow the ledge around to the right to find the quad damage rune.

Quickly, while you're quadded, go back through the sliggate where you entered and grab the gold key in front of you. Use your quad power to dispose of the Shambler.

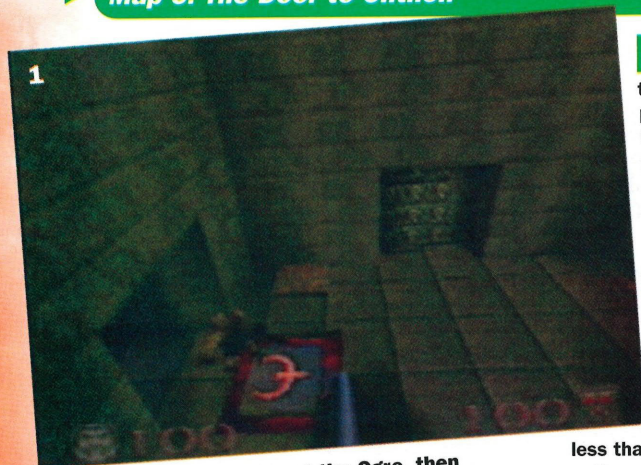
Exit this room and head back to the forked platform area. Drop down onto the lift and travel right up to the top. Open the gold door and drop down the shaft. Before exiting turn around and shoot at the wall behind you to reveal green armour (Secret Area 5)



Quake 64

Walk-through guide

Map 5: The Door to Chthon



1
Peep over this ledge. Shoot the Ogre, then jump down onto this symbol and head left

FROM THE START, peer over the ledge and shoot the Ogre. Take the corridor to your left where a couple of Ogres will attack you, one from a small room. Kill them then enter the room and you'll come to a rocket launcher in front of a secret wall and a Quake symbol on the wall to your right. To the left of the secret wall, high up on the wall is another red Quake symbol. Shoot this and the secret wall opens to reveal a lift. Take the lift up and look down. You'll see the ceiling of the room below beneath you. Jump down (Secret Area 1) to find the quad damage item. There are no

less than 4 secrets in this tricky level.

Drop back down and press the button with the big Quake symbol on it. This opens up a doorway down the hall. Grab the yellow



5
Grab the yellow armour then press the switch to reveal some descending stairs

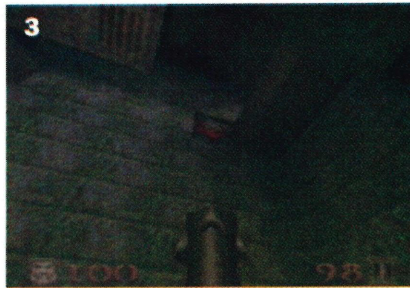
armour and then press the button to reveal a set of descending stairs. You'll be immediately attacked by three Ogres, take them out with your quad damage then descend the stairs.

At the bottom is a corridor leading off to the right with a spiked wall on the left, which will follow you along the corridor. Quickly head right and leg it to the end of the corridor to grab the megahealth. An Ogre will appear. Shoot him to reveal a lift.

“As soon as you get the gold key across this ledge, you are attacked by a Fiend, so be prepared to turn around and waste him”



2
Behind this Rocket Launcher is a hidden lift that leads up to a Quad item

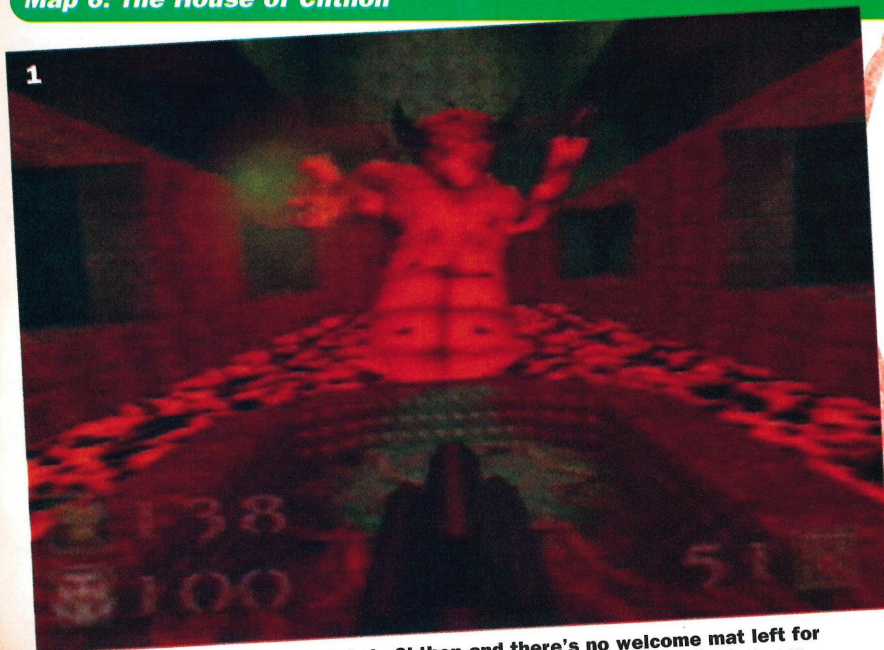


3
Shoot this red switch high up on the wall to reveal a lift in the wall to your right



4
At the top of the lift, jump down to the ledge below to find this Quad rune

Map 6: The House of Chthon

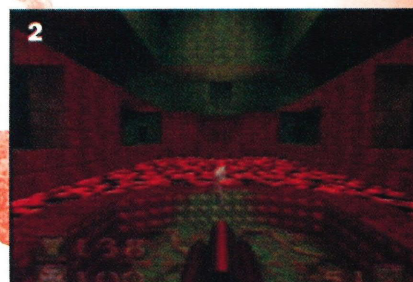


1
Welcome to Chthon's House! This is Chthon and there's no welcome mat left for uninvited guests. Instead he greets Quake players with fireballs, flames and fury

ALTHOUGH it's the final level of Chapter 1, it's remarkably easy to beat Chthon.

Run forward and grab the rune of earth magic. Chthon will appear and start chucking fireballs. Don't bother trying to shoot Chthon, there's a much better way to defeat him.

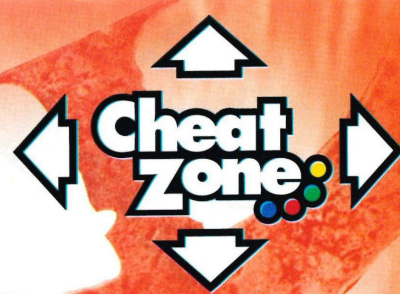
Walk around the outside of the room until you reach a lift containing a megahealth. Go up in the lift and then walk around this upper level (either clockwise or anti clockwise) until you reach a Quake



2
All is quiet until you grab this solitary rune and wake Chthon from his slumber

Quake 64

Walk-through guide



Quickly head right, past this spiky wall on your left and grab the Megahealth

At the top of the lift you'll find a silver key. Grab the key and jump over the lava to the sunken stairs. Return to the spiky corridor this time enter the corridor and immediately duck back out. The wall will move and behind it you'll find a sligate. Enter the gate (Secret Area 2) to get to a super nail gun and nail ammo and another ledge. Jump across here to get a megahealth.

Head back to the Quake floor switch right at the start and head along the corridor with



Behind the spiky wall is a hidden sligate that will take you to Secret Area 2



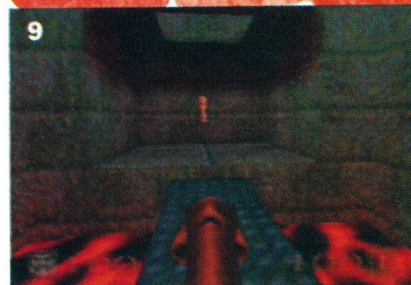
Jump across the gap to this ledge opposite to collect this Megahealth

the twisted beaming over a chasm. To get to the other side run along the straight section and jump just as the beam begins to turn at right angles. You'll be greeted by Ogres, kill them, then enter the large room on your left. Kill the Zombies and Ogres here, then press the switch on the far wall behind a column. Three more Zombies will appear, smoke them and a bridge appears across the lava.

Before you cross the lava find the Quake symbol on the wall. Hit the switch then go around to the side of the column. There is another red symbol here. Shoot it and the stairs with the closed door will lower leading to some ammo (Secret Area 3).

Wait at the bottom of the stairs until they rise again to reveal a sligate down some stairs. Walk through and you'll appear on another ledge (Secret Area 4). There's a ledge opposite containing a megahealth.

Head through the silver key door and step on the floor switch and you'll see a ledge extend across to the gold key. Head for the ledge and grab the key. As soon as you get the key you are attacked by a Fiend, so be prepared to turn around and waste him.



As soon as you grab this gold key, spin around to take out the attacking Fiend



Use your Super Nail Gun to take out the Shambler before exiting the level

Head through the gold key door. Kill the Ogres here then press the Quake symbol to open a door. Go through this door grab the armour and activate the switch on the floor. This opens a set of huge triangular doors containing a Shambler. Grab the armour then back off into the previous room, firing as you go. Once in this open area keep strafing left and right to dodge his electrical attacks. Once he's dead drop through the sligate in the floor.

symbol on the floor. Step on this switch and then continue around in a circle to step on the switch on the opposite side.

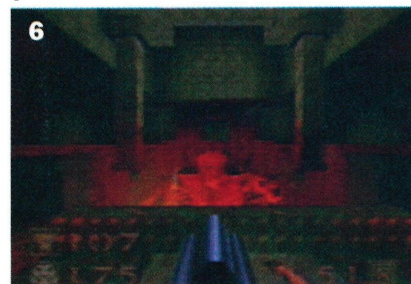
You will notice that a couple of bars (the electrodes) have positioned themselves either side of Chthon. Now head back to the lift go down and press the floor switch at the bottom of the lift. As you press this middle button you'll see a bolt of lightning shoot out to electrify him. Repeat the process stepping on all three switches as above to promptly despatch Chthon.



As soon as you've grabbed the rune, run to the lift that takes you upwards



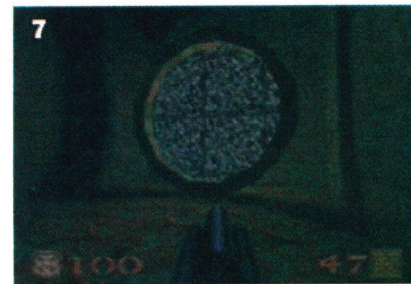
Run around to the side of this level and press this switch to lower an electrode



The third switch at the bottom of the lift gives Chthon a shock. Repeat until dead



Run around to the other side and repeat the process to fully lower the electrodes



Once Chthon is dead, take the lift back up and head through this sligate to exit



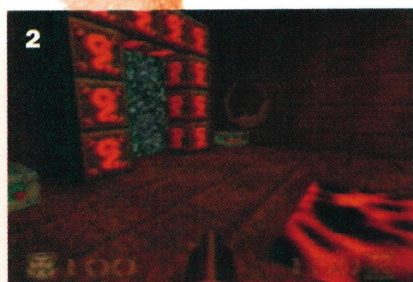
Quake 64

Walk-through guide

Map 7: Ziggurat Vertigo (Secret Level 1)



Grab this Pentagram of Protection from just in front of the pyramid entrance



Swim under the lava heading away from the pyramid to this room and the Quad

GRAB THE pentagram of protection, just in front of the pyramid entrance. Sink beneath the lava under the bridge and away from the pyramid and you'll come to a small room (Secret Area 1). Inside here is a quad damage rune, health, and a slipgate to the bridge in front of the pyramid. Grab the yellow armour inside the pyramid then head towards the lift near where you started the level.

Go up in the lift and kill the Ogres and Scraggs up here. Grab the rocket launcher and other goodies here, then turn right. You'll come to an arrow pointing upwards. Jump up onto a ledge above.

You see a small square building with a Quake symbol on it. Press this switch then return to the pyramid and walk through to the back until you reach a wall. Jump up and enter the hole in the wall and grab the health. Turn around and jump across to a ledge opposite. To your left is another amulet of protection. Grab this and jump backwards, then it's up a couple of ledges until you reach the yellow armour.

There should be a Shambler on a central platform. Kill him then jump up to where he was and press the button he was guarding. Turn about face and drop down to a door

which has opened to your left. Inside here is a silver key on a pedestal. Grab this, then head left along the walkway through the silver key door.

Shoot the Ogres inside. The exit is to your right, but first head left through an opening and up to a section of wall that doesn't look quite right. Shoot this sunken wall to reveal a small alcove containing some nail gun ammo (Secret Area 2). Not much, but every little helps. Now head back to the Ogre room and exit the level.



Grab this yellow armour then head back to the lift near where you started

Realm of Black Magic

Okay, so you've breezed through the 1st Chapter of Quake, but now things get decidedly tougher. Bigger levels, better weapons, grizzlier monsters and brain muddling puzzles. If that sounds a little too much for you then fear not, because as ever we're here to guide you every step of the way through the chilling corridors and murky mazes of Quake's enthralling second episode. The Realm of Black Magic beckons...

Map 8: The Ogre Citadel

FROM THE beginning, grab the armour and the nail gun to your right. Shoot one of the red switches across the chasm, then kill the Fiend that will jump across to attack you. Kill the Ogre before shooting the second button. Jump down into the chasm and head left into a small cave. Pineapple the zombie here then walk to the back wall, to reveal a lift that'll take you up to (Secret Area 1) the megahealth.

Forward and to your right is another lift that descends as you approach. Kill the zombie here then take the lift up to where you killed the Ogre.

Head right through a nail trapped corridor and a double-barrelled shotgun. Kill the knights here then shoot the Ogre on a ledge above you. To your right is a gold key door. To the left of the door are a set of descending stairs. Go down these stairs, kill the Ogres, and then follow the corridor up some more steps.

Kill the knights here and then look through the barred window to your left. There is a Fiend on a platform below. Shoot him from above (while he can't touch you). Then



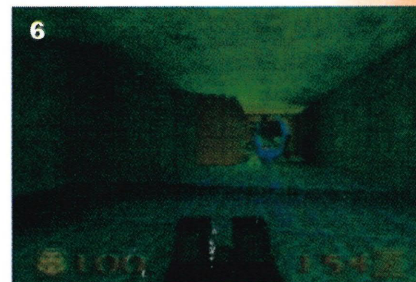
Shoot one of the red switches, then take out the Fiend that leaps across to attack

follow this corridor past some Knights until you eventually come to the quad. Quickly kill all the monsters here with your quad then press the button at the end of the corridor, you'll be pushed into a room below containing a Shambler.

Take out the Shambler with your quad then Grab the gold key near the window. With your back to the window you'll see a red switch on the wall opposite. Shoot this to exit this room and immediately to your left



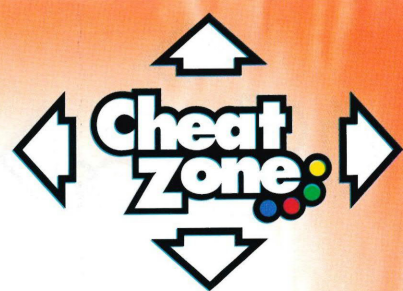
Shoot the Fiend below from this high window (it'll help you later on)



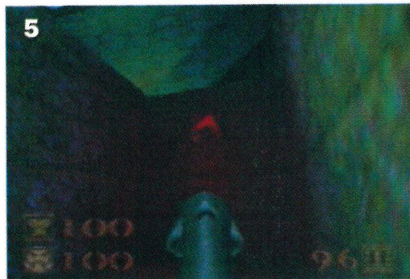
Grab this Quad then switch to your Nail Gun and go on a Quad fuelled rampage

Quake 64

Walk-through guide



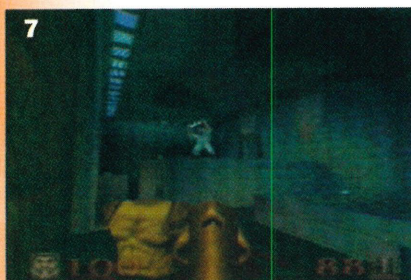
4
At the top of the lift take out this menacing looking Ogre then head right



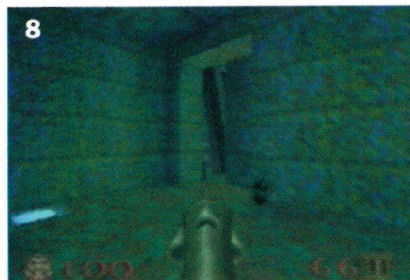
5
When you reach this arrow jump up to a building with a large Quake symbol



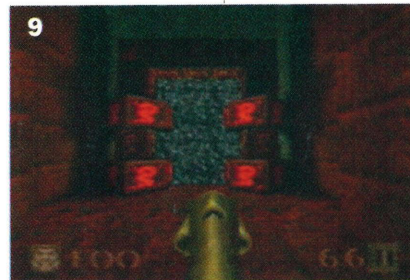
6
Grab this silver key then head left along the walkway and through the silver door



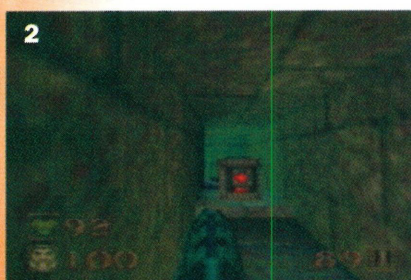
7
Grab this armour then take out the Shambler on this central platform



8
To the left of the exit is this sunken wall. Shoot it to reveal Secret Area 2



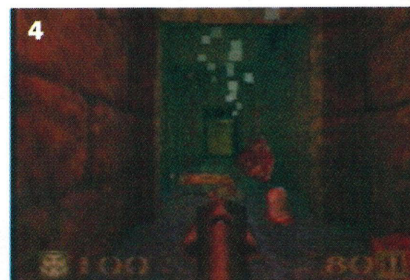
9
Had enough of the giddy physics on Ziggurat Vertigo? Then head for the exit



2
From the moat beneath the drawbridge. Head left and up the lift to Secret Area 1



3
Take out the Ogre on this ledge, then go down the stairs to the left of the gold door



4
Splatter the Death Knights here then look through the window to your left

“Shoot the Fiend below from this window (It'll help you later on)”

you'll see another window and an Ogre in a window opposite. Shoot the Ogre then carefully drop out of the window onto the ledge below. Follow this ledge to the yellow armour and beyond (Secret Area 2) you'll find a megahealth and a Slipgate.

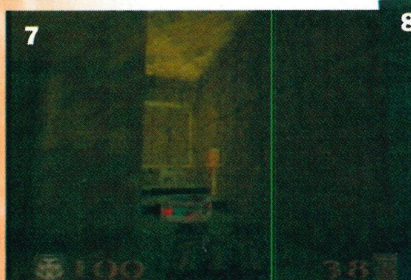
Instead of going through the Slipgate jump through the window here and follow the watery corridor around to your right. At the

very end, at the top of some stairs you'll come to a Grenade Launcher (Secret Area 3) and a door will open taking you back up to the window above the ledge.

Head left and follow the corridor back up to the gold key door. Open this and run across the moving platform where the Fiend used to be (hopefully you killed him earlier)

to the large entrance opposite. Walk up the steps and kill the Ogre here then lob a few grenades down to the zombies below. Jump up these broken stone steps, past the Ogre to the exit.

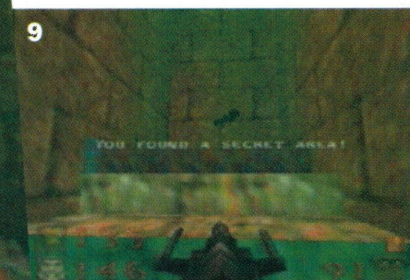
NB. If you fall off the ledge (that's why you kill the zombies below) there is a lift around in an alcove to your left that takes you back up to the exit.



7
Take the Shambler out with your Quad then grab this gold key



8
Go out the window and follow the ledge past the armour to Secret Area 2



9
Jump out of the slipgate window and head right to find Secret Area 3



Quake 64

Walk-through guide

Map 9: The Crypt of Decay

GRAB THE nail gun and go up the circular lift. Shoot the Ogre then back off and hopefully he and the Death Knight will attack each other. Once both are dead (with a little help from you) walk forward towards the blue armour (but don't grab it). Drop off the ledge to your left into the water below and through the small doorway. You'll eventually reach a larger room. To your left is a doorway with arrows pointing the way. Follow the arrow through the door and then take your next right to a small room (Secret Area 1) containing the Red Armour and a Slipgate.

Go through the Slipgate and you'll see an iron door (you can't open it yet). Ignore the door and head the other way, back past the blue armour and to the right of the T-junction. Kill the death knight, then the Ogre in the long

corridor. Press the switch at the end of the corridor to extend a walkway on the left. Across this walkway is a second switch, press

this and then return to the first switch and you'll see there's now a new door to the right of it. Kill the zombies here then grab the yellow armour.

Go back to the iron door which is now open, kill a couple of Ogres and a Death Knight, then cross the bridge. To your left is the gold key door so ignore this way for now. Instead take the door directly ahead. You'll reach a switch on the wall press it to extend a walkway to your left. Follow this and then take your next left until you reach a trap of spikes in the wall. Inch forward until the spikes close and then leg it through as they reopen. To your left is the gold key.

Grab the key then immediately back-up to fire at the Death Knights who appear from hidden alcoves. Once they're dead walk into the



1 Jump into the water to the left here, just before you get to this blue armour



2 Drop into the water near the blue armour then swim beneath this archway



3 Press this switch to extend a walkway to your left, then follow it to a 2nd switch

Map 10: The Wizard's Manse



1 Grab the Rocket Launcher and use it to take out the Ogre atop this platform

FOLLOW THE walkway around to where a bunch of Ogres are guarding a rocket. Kill the two on the walkway then grab the rocket and shoot the one on the platform above. Drop into the water and find a lift that takes you up the platform (Secret Area 1) and back up to the ledge.

At the end of the walkway is another lift. Take this up to where the Ogre was on the platform previously. Get ready to kill the Fiend up here by backing off (if necessary jump down to the ledge and shoot him from below). Cowardly, but effective.

At the next junction turn right and kill the Scrag. Keep following this corridor until you reach a watery section with no way forward



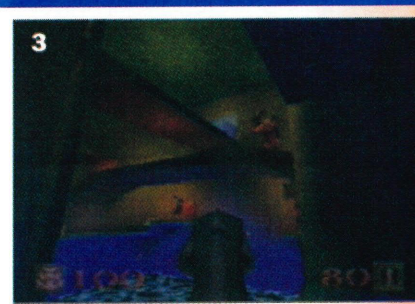
2 Secret Area 1 is beneath the water in the Ogre platform

(apart from getting your feet wet) and two Ogres, one of whom is guarding a switch. Let both Ogres ride your rockets.

Go back to the first junction and take the left fork (straight on when coming from this direction) and you should emerge at the Ogre's switch. Press this and a ledge will emerge on the other side of the room. Return back there and follow this new walkway. Collect the armour and get your rocket launcher ready. The next room you come to has stained glass windows and four Ogres (some on ledges) who will immediately attack so be prepared to backpedal to finish them off.

Kill the Fiend here, press the button to open a secret wall, and then be ready to finish off a second Fiend who will pounce from out of this hidden alcove. Once you've killed the Fiend you'll find a suit of red armour so grab it.

To the left of where you entered this room is another corridor. Follow this to another



3 As you reach this watery dead end, take out the Ogres on the platforms opposite



4 Collect this armour and be ready for the four Ogres that attack in this next room

another room with Ogres on walkways all around you. Kill as many Ogres as you can, including the two directly above you, then follow the walkway around and to the left and across some water. To your left you'll see a Biosuit guarded by a couple of Fiends. Take

Quake 64

Walk-through guide



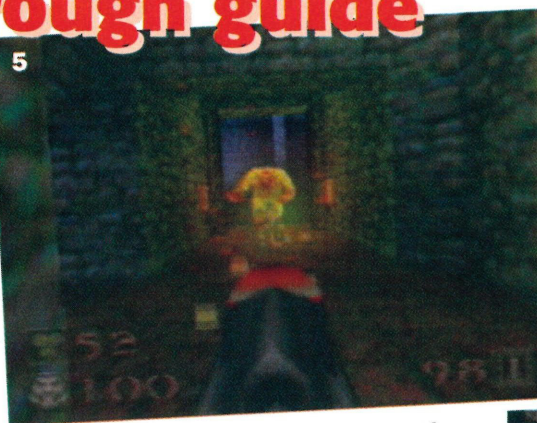
“You are now free to reach the secret level: The UnderEarth”

alcove to your right and shoot the wall to reveal (Secret Area 2) which contains a megahealth. Drop into the water and grab the yellow armour to the right of a barred doorway (NB. This barred doorway leads to this episode's Secret Level : The UnderEarth).

Head back to the gold key door by retracing your steps and turning right just before the bridge. Before entering you'll see a couple of zombies high up on a ledge across the room. Chuck a couple of grenades or rockets at them and a secret wall will open up. Follow this passage to the zombies ledge (Secret Area 3) and grab the rocket ammo.

Exit this secret passage and then head left through the gold key door and be ready with the super nail gun to down the Shambler inside. Go up the steps here and kill the Death Knight and Ogres below (get them to fight each other if you can). Go up the lift to a corridor with nail traps in the wall. Stand close the the left wall as you walk along the corridor. Kill the enemies opposite, then press the switch at the end of the left wall to extend a walkway.

Walk forward a touch then turn around to your right and take out the Ogre on the ledge above. Jump up to the rocket ammo on the ledge if you need it. On the opposite side to



As you open the gold key door, be prepared to take out the Shambler who will attack

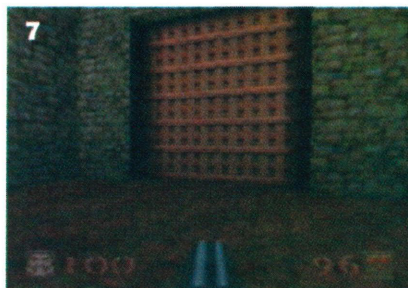
the left of the doorway is the quad item on a dark ledge opposite. Jump across to collect it and then follow the tiny walkway around the wall to the Well of Wishes (Secret Area 4) containing the pentagram of protection

A secret door will open at the bottom here leading back to the yellow armour and the still barred doorway at Secret Area 2. Go back up to the walkway near the quad rune, but this time go straight across the walkway. Take out the Death Knight and Shambler here and you are free to exit through the orange door on your right.

To find the secret level turn left and shoot the red button on the ceiling, then jump up the boxes to a room (Secret Area 4) containing the megahealth. You are told that an underwater barrier had been lowered. You are now free to

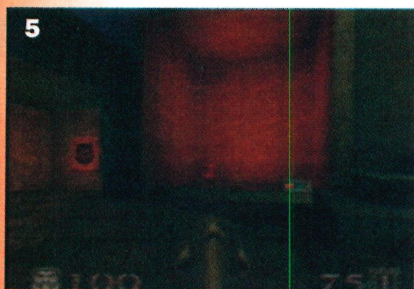


This Shambler is guarding a switch that gives you access to Secret Area 4

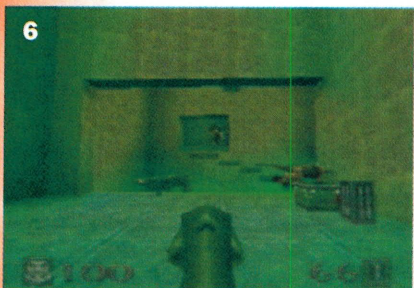


Once you've taken out the Death Knight and the Shambler, exit through this door

enter through the previously barred doorway and through a sligate to reach the secret level: The UnderEarth.



The switch to your left has opened this secret area directly ahead. Grab it.



Take out the foes here, press the switches, and hop up the steps

them out with a few rockets before jumping down and grabbing the thunderbolt. Then tackle the Scrag and yet another Ogre on a high ledge opposite.

Once all the enemies are dead, grab the biosuit and enter the slime to find a mega-

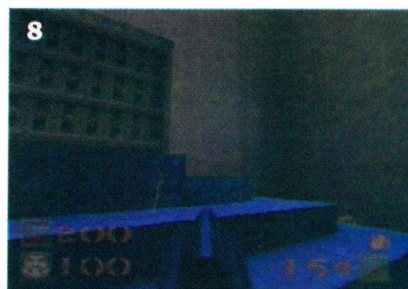


Once you've been on your Quad rampage climb the steps to reach this gold key

health. Turn around and head for the other pool of slime. Shoot both red switches then jump into the slime pool here and head right through a doorway and up the lift. Kill the Scrag and grab the goodies, then jump down onto the ledge below. There's a moving platform near the two red switches leading to a set of steps in the wall. Jump up the steps, cross the wooden bridge and kill the Fiend and the Scrag on the other side.

Follow this corridor and you'll find yourself back in the room with stained glass windows except that this time you'll be on the top floor. Kill the Scrag here and then follow the path back into the room with all the walkways. Follow the walkway, go up the steps and then kill the Fiend here.

Cross another bridge and press the switch on the wall. You'll go down on a lift that takes you underwater and to a green room. Kill the creatures here, watching out for the couple of



Open the gold key door and get ready to tackle the trio of Fiends before exiting

monsters up on a ledge at the top of a lift to your right. Take this lift up then enter the watery corridor to find the quad item around a corner to your right. To the left is a flight of stairs with a couple of Ogres. Go up these stairs, using the quad to make light work of the Ogres, then turn left to grab the gold key.

Head back the way you came, but just as you round the first corner shoot the wall on your immediate right. The wall will open revealing a suit of red armour. Grab this and walk to the very back and you'll drop down to a ledge below (Secret Area 2) containing the quad item.

Walk forward and drop into the water. Turn right at the watery junction and then left and you'll be back at the gold key door (hopefully still with quad). Open the door, then back off while simultaneously firing a few quad rockets at the three Fiends within. After that you're free to take the exit ahead to the next level.

Quake 64

Walk-through guide

Map 11: The Dismal Oublette

THERE'S AN Ogre behind a small section of wall in front of you. Bounce a few grenades off the left wall (near the torch) to take him out. Then go behind the wall and push the black and red stone column to remove a barrier and extend an L-shaped bridge.

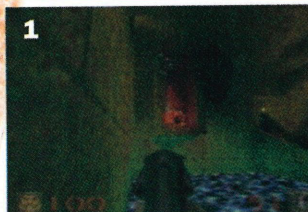
Beneath the bridge in the water is some yellow armour and some other goodies, so jump down and get them. Now use the lift to take you back up to the L-shaped bridge.

Cross this bridge, taking out the Death Knight as you go. To the right of the next junction is a switch guarded by another Death Knight. Kill the Knight, but ignore the switch for the time being.

Take the left fork then turn right and switch to your grenade launcher. Around the next corner you'll be welcomed by a Vore (a three legged spidery creature). Trust me, he's there! So bounce a few grenades off the wall, around the corner and down the stairs to greet him.

Continue onwards and you'll come to an Ogre guarding a switch in a seemingly unreachable alcove high up to your right. Unleash a few rockets at him, then return to the switch I told you to forget about earlier. (What do you mean you've forgotten? Doh!). That switch operates a series of steps leading up to this Ogre switch, so go back, press it, then run back here to climb these steps and press this second switch. Got that? Good!

After pressing the switch, turn around to see a door opening opposite. Tempting though



1
Take out the Ogre up here then return to the first switch



2
The Ogres in windows in the next room are deadly accurate



3
Swim underwater to find the Quad in Secret Area 1

it may be to jump straight in. Don't. There's an Ogre on the floor and several others in hidden holes high above this new room. Take out the Ogre from your perch, or from just before the doorway. Then go inside and tackle the Ogres in the windows. It's tricky because you'll need to keep strafing constantly to avoid their pineapples which are annoyingly accurate.

Jump into the water, take out the zombies with either grenades or rockets, then swim through the opening straight ahead. You'll reach a fork in the passageway. To the right your way is blocked by an iron bar. Shoot the zombies then take the left fork to a small room with rails on the walls. High up in the wall to your left is a window. Fire a few rockets up here to take out the couple of Death Knights at the top.

Jump up the bars on the wall to reach the window above. You'll immediately be attacked by a Death Knight. Take him out then shoot the Ogres through the bars in the wall opposite. Press the switch to release the bar that blocked your way earlier.

Head back past where the bar used to be,

go up the ramp, then turn right and head up the lift. Follow the walkway round and up a second lift, then drop off this ledge down to a small balcony. Hit the post here and you'll be told "The centre bridge has changed."

Exit the balcony via the window and you'll be attacked by an Ogre who appears from a newly revealed archway in the wall to your right. You'll be going through here shortly, but first how about a spot of quad-fuelled action? Drop into the water taking out the zombies and then swim around to your left (Secret Area 1) to get the quad.

Now jump back out of the water and take the lift back up to the archway. Go up the stairs and deal a dose of quad to anything silly enough to stand in your way. Jump out of the window of this small room at the top and you'll be back at the watery section near the start.

Head left and back to the central L-shaped bridge which now leads right. Follow this new walkway, collect the armour, then take out the Death Knight to your right. Just past him is a large grey iron door which can't be opened just yet.

Map 12: The UnderEarth (Secret Level)

YOU BEGIN NEAR a moat, with a castle in front of you. Enter the castle and dispense with the three Ogres that will attack you. Follow the corridor until you reach a large room with a couple of Death Knights and some Scraggs. Nail them all.

If you try and go through the barred door you'll be told that you must "go for a bit of a swim first". Head back to the moat and follow the underwater passage until you emerge up a series of steps.

As you enter this room from beneath the water you'll be pounced upon by two Ogres, one of whom jumps down from a ledge above and to your left. Kill them, but don't head too far into the room because there's also a Fiend around the corner to your left. (NB. Also on the wall in this room you should notice a couple of Gargoyles' heads on the walls. Shooting all the heads throughout this level will allow you access to a hidden area containing the quad).

Once the Fiend's dead you'll see a gold key door to your left. To the left of this is a quad in a barred alcove (NB. Not the one mentioned above. There are two on this level). To the right of this alcove a small brick juts out from the wall. Pressing this will remove the bars from the alcove, allowing you access to the quad (Secret Area 1). But don't get it just yet. Instead head down the other passage that leads out of this room,

smoking any zombies you may happen to meet along the way.

You'll eventually come to another large room teeming with zombies, and an Ogre up on a ledge to your left. Scatter a few grenades inside, then back off out of range of the Ogres, and wait for them to explode. Repeat the process until they're all eliminated and then tackle the Ogre.

There's another Ogre in a spike trapped cage to your right. Step on the switch on the floor and the spike will squish the poor fool. Then enter the cage (carefully avoiding the spike) to grab the armour and ammo.

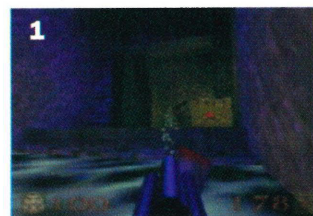
Exit the cage and look right and you'll

see a small bridge leading to a doorway. There are loads of monsters just beyond it, so let's go and make use of that quad we found earlier (Secret Area 1). Once you have the quad return here, get your super nail gun out (for the girls) and prepare to go on a quad-fuelled rampage.

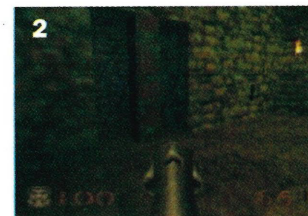
Follow the walkway around to your right, mowing down the Scraggs high above you.

Continue up the stairs, nailing a further Ogre, and two more Death Knights. Grab the megahealth on the ledge around to your left, and then tackle another couple of Fiends that spring from behind a wall.

There's yet more Death Knights and another Ogre to be tackled with your quad before you continue along to a circular room with a lift up. Kill yet another Death Knight then take the lift up (NB. Stepping on the grey stones on the floor sets off nail traps in the



1
Follow the underwater section to emerge up these steps



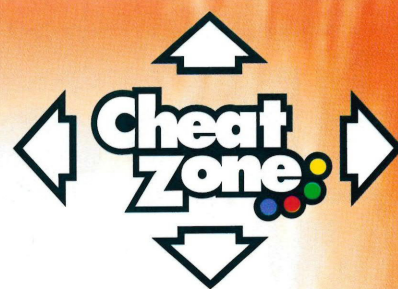
2
Push that loose brick to your right, to get at this Quad rune



4
Take the lift up, but be careful to avoid the blue floor strips

Quake 64

Walk-through guide

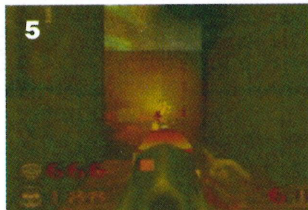


4
A recessed wall to the right of the bar hides Secret Area 2

There's an Ogre on a lift to your left. Bounce a few grenades down the corridor to surprise him, then take the lift down. Put your grenade launcher away and grab the super nail gun, turning right as the lift descends and be ready to nail down another Ogre and Death Knight.

Follow the gold key arrows on the wall past a lift in the centre and around to the gold key doors and a switch on the wall. Pressing the switch opens up the second level. Wait for the central lift to descend (it may be occupied) and take it up one level. Jump off the lift quickly before it goes up to the third level. Head left, then take out the Ogre and a couple of Death Knights here. There are more Ogres behind a bar to your left (an iron one, not the pub variety). Take them out then shoot the recessed wall to your right.

Go through this opening (Secret Area 2) and drop down to claim the pentagram of protection and a megahealth. Take the lift back up, then jump across and up the stairs. Now take the passage directly ahead (with the bar on your right) and you'll come to a room containing several Death Knights. Teach them not to mess



5
Teach these Death Knights not to mess with Mr Invulnerable

with Mr Invulnerable, then press the switch on the right wall just beyond them.

The bar should now be open (mine's a JD & Coke). Follow this new passageway until you see a red glow around the corner. If you still have the pentagram

"what are you waiting for? Go and smoke him." Otherwise bounce a few grenades around the corner before he can throw his lethal explosive spiky balls.

Press the switch just beyond the Vore and you'll be told "The third floor is now accessible." Return to the central lift again and wait for it to take you up to the third floor. Again, beware of an Ogre that may already occupy the lift.

At the top of the lift climb some stairs to a room with two Death Knights. Super nail gun them down then head towards the exit to your right. Just through the exit is a Vore guarding the gold key, so it's worth bouncing a few grenades down the stairs to finish him off.

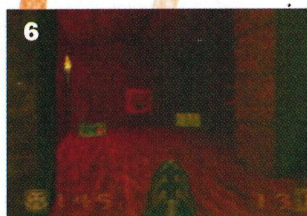
Collect the gold key, then either drop down the hole here or go through the door that opens and follow the signs back to the gold

key door. Kill the Ogre here and then press the post and you'll be told that "the centre bridge has changed," yet again.

Go back to the central L-shaped bridge, cross over into a room with a megahealth and various other goodies, then dispose of the zombie and a Vore that appears from behind the central post.

Once the Vore is dead the floor will start to descend. As the floor sinks lower and lower, you'll be joined firstly by an Ogre and later by more and more enemies who will teleport in to make over life hell, as well as a nail trap that fires out from the central column. Once the floor stops sinking a door will open in the wall. Beyond are a couple of Vores guarding the second rune.

Be ready to launch a volley of grenades (or rockets if you prefer) into the room while strafing left and right to avoid their spikes. Once they're dead grab the rune of black magic from atop the pedestal, wait for the iron door to descend then leap through the sligate to exit the level.



6
At this red glow, bounce a few grenades around this corner



7
Once the creepy Vore is dead, the floor begins to descend

wall so avoid them if you can).

At the top of the lift and around a corner you'll find the gold key. Grab this and then head for the gold key door directly ahead. Change to your super nail gun and once you're through the door, use it to kill a load of Scraggs to your right. Once they're dead kill the Ogre. Near where the Ogre was standing there's a switch on the wall near some slime.

To the right of this switch is a small room containing the Biosuit. Don the suit then exit this room and walk beneath the walkway to your left. You should sink beneath the slime (Secret Area 2) and find the red armour. Grab this then swim back to the button near the slime. Press this to activate some stairs lead-

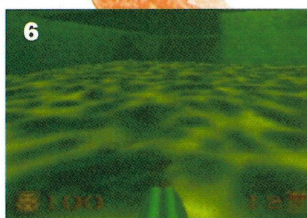
“Shoot all the Gargoyles on this level to reach a hidden room”

ing out of the slime.

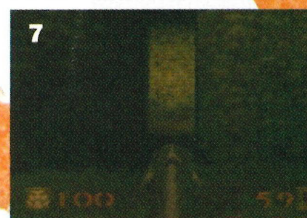
Press the other switch in this room (in the far left corner) to open the door ahead. Go through and kill the Ogre. Shoot another gargoyle head, and some more Scraggs floating above the spiked cage from earlier. Continue following this walkway past some more Ogres until you reach a narrow bridge over some slime with loads more monsters. Mow these down



5
Inside here is the Bio suit. Use it to get to Secret Area 2



6
Sink below the slime to get the armour (Secret Area 2)



7
Shoot all the Gargoyles, then this recess to reveal a secret

and pick up the armour on your way out of the door at the opposite end.

The next room is a circular one with a nail trap. Inside are two Death Knights. Try and lure the Death Knights out of the room (you don't want to be tackling them with nails flying everywhere) to kill them. Now quickly enter the room and press all four switches to open a passage ahead. Follow this passage first right and then left until you're in another darker corridor. Along the wall to your left is a Death Knight who will rush to attack you from out of a small alcove. Further along on your right a Fiend will do the same thing.

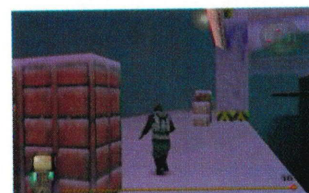
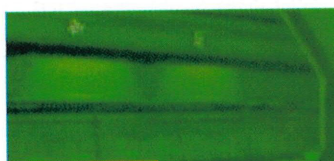
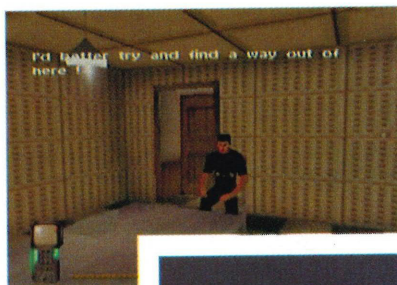
At the back of this nook containing the Fiend is a quad damage rune hidden in a secret area in the back wall. If you've shot all the Gargoyles' heads up until this point (a bit of a phaff to be honest) then shooting the back of this wall will reveal a hidden room containing a grenade launcher and the hidden quad.

After this continue along to a room with a large flight of stairs. Press the switch and four compartments will open in the walls. The compartments contain zombies guarding switches. Chuck a few pineapples in the zombies' direction, then press these new switches to open the exit at the top of the stairs which leads to the exit.

Next Month: Don't miss the concluding part (episodes 3 and 4) of our comprehensive Quake players guide.

Preview Mission Imp!

Infogrames attempt a mission to recreate Tom Cruise's action packed spying antics on the N64.



At times the action in Mission Impossible looks very reminiscent of Rare's superb GoldenEye, but in reality it's quite different

The history of Mission Impossible is a slightly troubled one. In fact, to say that Mission Impossible (the game) has had a tortuous development would be akin to saying that the Titanic's maiden voyage was a tad unsuccessful. And like the blockbuster movie Titanic, Mission Impossible the game has been plagued with problems and dogged by delays. The N64 adventures of IMF (Impossible Mission Force) agent Ethan Hunt have seemed always just on the horizon without ever actually getting closer.

It all started out so promising as well. A 3D 'spy simulation' based on the all-action box-

office smash Mission Impossible (starring Tom Cruise), that was in turn based on the TV series of the same name. It had a great license, a fast paced plot and varied gameplay switching between action and adventuring. Surely nothing could go wrong. But then they did say the Titanic was unsinkable.

Troubled voyage

Despite all the hype and furore surrounding what was initially scheduled as one of the N64's first releases, the troubled ship that is Mission Impossible encountered choppy conditions from the very start of its voyage. In fact, after its

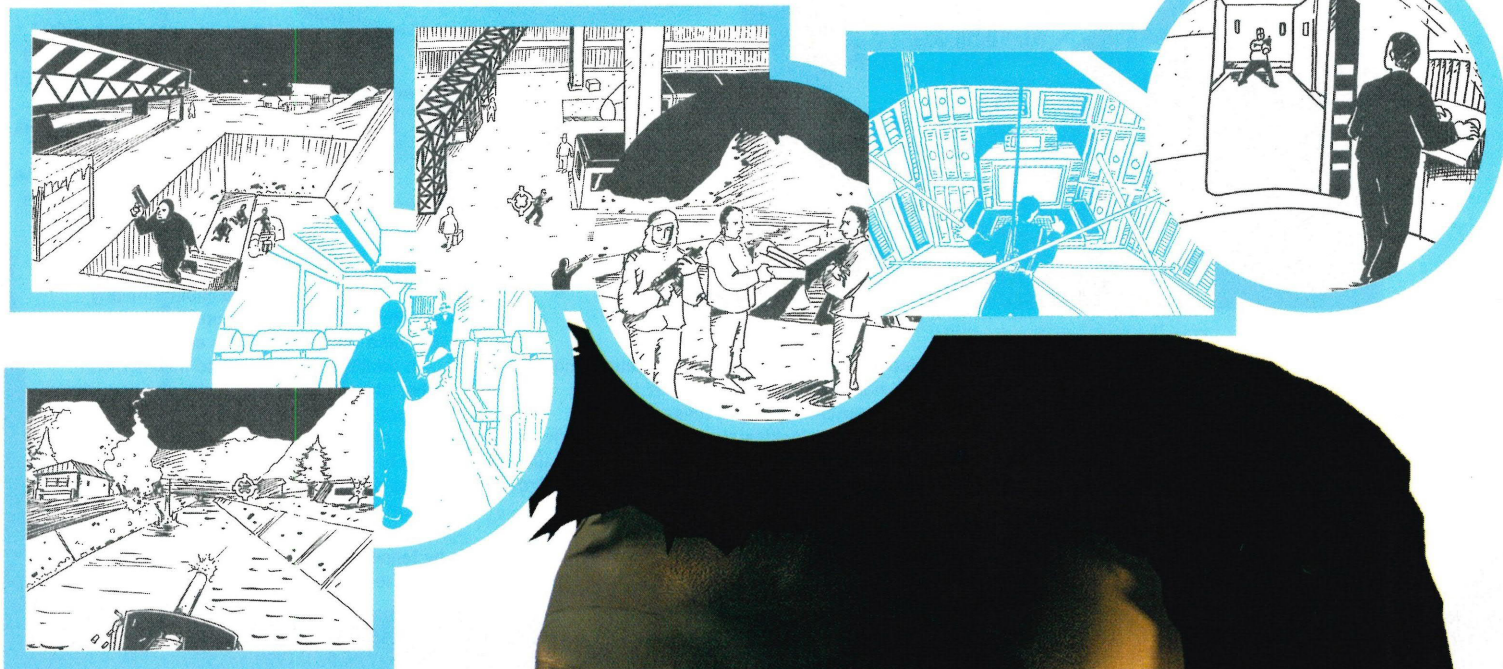
Cruise 'n USSR

By
Noely

ossible

Source(s):	Infogrames/Ocean
Materials supplied:	Artwork, Screenshots, Internet
Extra information:	Ocean
Development location:	Manchester/France
Playable version:	No
Percentage complete:	About 60%
Estimated release date:	Summer 1998

Impossible? Maybe Not.



The storyboard sketches perfectly illustrate the varied all-action gameplay of some of Mission Impossible's levels.

slide down the launching ramp it has continued to slip inexorably down the release schedule just as purposefully as Man City's plunge from the Premier League and into the oblivion that is the 2nd division.

It seems that during initial development of the game, various factors contrived to hinder Mission Impossible, not least of which was





Unlike *GoldenEye*, which despite its varied and engrossing missions was essentially a shoot'em-up, *Mission Impossible* will place far less emphasis on your ability to blow people away. It's more of a 004 than a 007. He's not so much *Licensed to Kill*, more *Licensed to Kill Only When Absolutely Necessary*. Don't worry, this doesn't mean your character's gone all soft. As in *GoldenEye* where stealth was often the key to completing certain missions, *Mission Impossible* similarly

requires Ethan to sneak up on his enemies, and take them out quickly and effectively.

In addition, you'll have to interact with other characters in the game and use lateral thinking to get you out of certain situations. You'll need to employ every ounce of your guile to get through all 20 of the game's varied and increasingly difficult levels.

Don't worry though, you're not alone in your quest. You'll be aided by fellow IMP agents Jim Phelps (team

► undoubtedly the release of Rare's stunning *GoldenEye*. So close to their original concept was *GoldenEye*, that the developers of *Mission Impossible* were undoubtedly forced to go back to the drawing board. The game's development was further hindered by strict guidelines from Viacom (who own the film rights) as to exactly how the film must be interpreted. Even Tom Cruise himself, since it's his character, has a say in the final product.

Headquarters, Waterloo Train Station and the Russian Embassy to name just a few.

As you can see from these shots the graphics are looking superb, on a par with *GoldenEye* in fact, if not slightly more detailed. Most of the action takes place from a 3D first person perspective, with some of the navigational screens are viewed from an overhead angle.

This game could self destruct

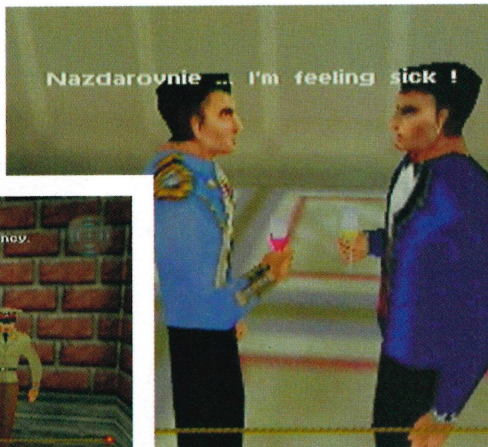
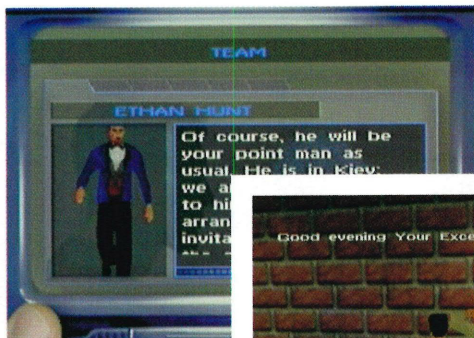
But Infogrammes are keen to prove that they can do the impossible and rescue the game. Initial impressions were of a bog standard first-person perspective shooter, and many feared the game would be little more than a clone of Dash Rendar's exploits in *Shadows of the Empire*. It now appears that this couldn't be further from the truth.

In the game you play the hero Ethan Hunt, a top IMF agent. The action is divided up into five missions with multiple objectives and over 20 levels set in such places as CIA



V
I
D
E
O

V
I
D
E
O



Left: Cruise makes his mate Nazdarovnie watch Cocktail and Days Of Thunder until he's feeling decidedly nauseous

leader), John Clutter (technical expert), Sarah Davies (counter intelligence), Candice Parker (cryptology expert) and Jack Kiefer (getaway mastermind). These characters aren't just token inclusions either. They're integral to the plot and play key roles in the way the game plays, and at certain points in the game you'll get to control the other members of the team. Initially there was talk of you being able to assume the role of each of your fellow agents, although this was deemed too ambitious. So now you'll only occasionally get to control other members.

Good morning Mr Phelps...

To help you in the game you'll have access to all manner of gadgets and gizmos the likes of which no self respecting secret agent would be without. For the trigger happy among you there's a full complement of guns such as the Uzi 9mm, a sniper rifle and hand grenades. The rest of the toys include various other devices such as night vision goggles, a smoke generator, sleeper gun, blow pipe and nausea powder.

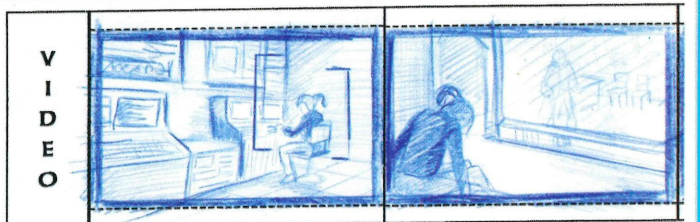
Best of all though is the face maker that allows you to assume other people's identities. This face swapping technique seems to involve you knocking your victim unconscious whereupon you use your gadget to transform your facial features. All of which

helps make the objectives of your 'Mission Impossible' that much more possible to achieve.

After the initial scepticism that usually surrounds a game that's been so hugely delayed, Infogrammes seem to be doing a Titanic (that's the film not the actual ship) with Mission Impossible by steering it away from disaster. If any game can satisfy GoldenEye fans' desire for another first-person perspective game that mixes fast action with stealth, then Mission Impossible may well be that game.

To labour my analogy to death, I'd say it's looking increasingly likely that the development team are successfully navigating their game away from the submerged iceberg of a brilliant game that never was, into the clear waters of rave reviews and critical acclaim ●

The headset microphone allows our hero to keep his hands free for spy duties. Plus it allows him to perform song and dance routines.



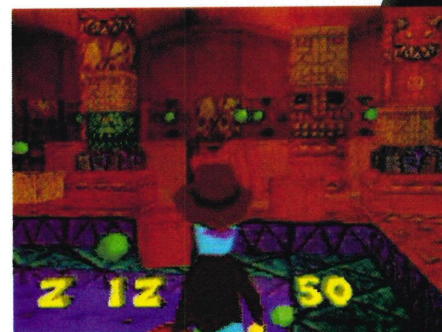
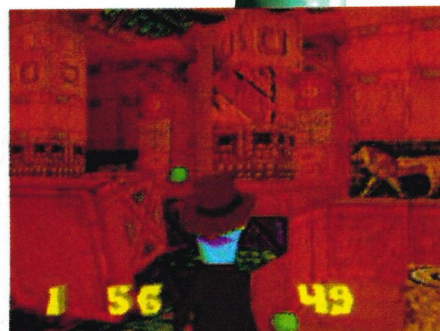
Preview Gex 3D

*He made the leap from 2D to 3D on the PI**Station, now it's his turn for 64bit glory*




GUARANTEED to set tongues lashing in excitement, *Gex 3D: Enter the Gecko* is an explosive new, free-roaming 3D action video game from Crystal Dynamics that pushes the absolute limits of 3D technology on the PI**Station, PC and N64.

With 360 degrees of 'go anywhere you want' exploration, Gex goes where none have gone before. Suction-cup paws give the likeable lizard the ability to stick to all types of surfaces while exploring 3D environments and with over 125 unique moves, 3,400 frames of fluid character animation and lip-synching, whip-cracking tail attacks and secret teleports, Gex is going to



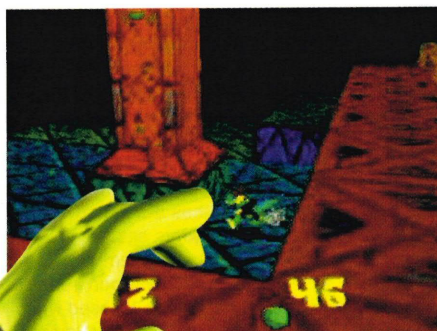
By **Alex Lee**

Gex Symbol



Source(s):	Mark Ward, Bastion
Materials supplied:	Artwork, press release, screenshots
Extra information:	Zed Two Website (www.zedtwo.com)
Development location:	Crystal Dynamics
Playable version:	No
Percentage complete:	75%
Estimated release date:	Summer

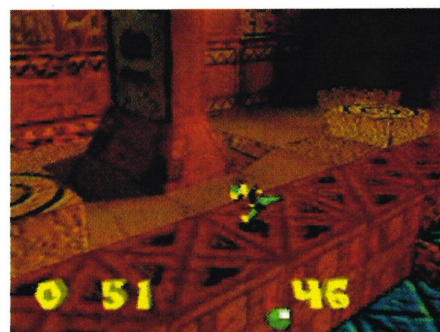
With the voice of Leslie Phillips and sporting everything from a space suit to a wet suit, in true gecko fashion, Gex is the master of disguise



bring killer gecko action to home consoles once again.

Oh I say... ding dong

Gex 64 has been given the classic British touch thanks to the involvement of that likable rogue, Leslie Phillips. Leslie has appeared in several West End plays in nearly forty West End theatres. He has starred in over a hundred films and appeared in countless other television appearances. His unmistakable old school accent and caddish tone have also made Leslie a popular choice for television and radio voice-overs for many years – apparently. Now, Leslie is



going interactive in his all-new role as the voice of Gex. Over 500 lines of cheeky innuendo have been recorded and skillfully blended with accurate lip-synching to produce funny, ongoing one liners throughout the game.

Never tongued-tied

Gex 64 follows the lunatic lizard's attempts to halt the progress of his arch enemy Rez in the media dimension – thus giving the game's producers an excuse to spoof just about every TV, film and cartoon genre going. Each of the many levels – including an all-new underwater section that would have Mario running for his life jacket – throws up a different genre and each one has been superbly and hilariously tackled by the Crystal Dynamics development team.

Every level is in full Marioesque 360 degree 3D and from what we've seen there's not much, if anything, in the way of glitches, pop up and other annoying graphical shortcomings. Using sight and vocal gags, Gex and his environment are given, respectively, a vibrant personality and an exciting atmosphere in which to enjoy playing what is promising to be the first genuine N64 pretender to the moustachioed marvel's 3D platform crown.

Gex 3D: Enter the Gecko was developed by Crystal Dynamics and was published by BMG Interactive for the PlayStation on April 3rd, priced £44.99. The PC CD-ROM and, more importantly, N64 versions are also planned for release this summer ●

A bit about Crystal Dynamics

As an entertainment software studio, the Menlo Park, California-based Crystal Dynamics focuses on the self-funded development and marketing of top-quality video game software.

Founded in 1992, the company was the first to develop and publish a 32-bit console-format video game in 1993, confirming its position as an innovator in the global entertainment software industry. Ever sensitive to shifts in the fast-changing entertainment technologies, Crystal Dynamics responded to those changes by patterning its structure after the now familiar film studio model. That is, the

company's business strategy focuses its resources on product development and marketing, while forging strong alliances with distribution partners who in turn focus on getting those Crystal-branded products into the retail marketplace.

Crystal dynamics has forged significant distribution partnerships with major blue-chip partners, including Electronic

Arts, Microsoft and Activision, thus focusing its resources on becoming a leader in the development of console and computer games.

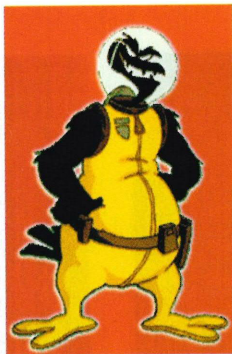
Feast your eyes on exclusive information and screenshots – the first that Interplay has released for

Earthworm Jim 3D (EWJ 3D) is the armoured annelid's first foray into the 64bit generation. After successful flirtations with the 16bit era (on Mega Drive and SNES), 32bit (PI**Station), Interplay is gearing up for an all-out slithering assault on everyone (who knows the score)'s favourite home console.

A well-liked character both on consoles and TV (Sky subscribers will have no doubt stumbled across the muddy funster's anarchic animated antics), Jim's video game adventures have until now been limited to strictly 2D platform shenanigans so not only is the toolled-up worm making the leap into the 64bit age, but also into the exciting arena of 3D. Furthermore, the game is being developed by the chirpy Scots at VIS Interactive rather than California-based Shiny Entertainment who produced the SNES and PI**Station versions.

Growing a new tale

EWJ 3D is due to be published by Interplay for N64, PI**Station and PC. The game has changed radically since Interplay last released any pictures and information. Originally, VIS's plan was to have a pseudo-3D look, with the EWJ character a sprite (based very much on the character from the original games) laid over the full 3D world. This would have given a genuine cartoon feel to the game, allowing for exaggerated expressions and various other weird



and wonderful visual effects.

As you can see by the screenshots, the plan has changed – EWJ is now a fully-moving 3D character, much like the Mario 64 style 3D platformer games. He has also been redesigned by VIS in order to give him improved abilities and a dynamic 'personality'. The accompanying screenshots illustrate how much he has developed since his debut five years ago.

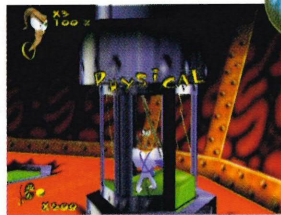
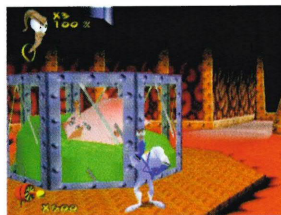
The whole 'brain' theme (followers of the Nickleodeon cartoon series will know that EWJ is blessed with

four of them!) has come together now. Some of the sub-games include wild water rafting in an attempt to gather brain juice. The pocket rocket levels, on the other hand, will be fondly remembered by older gamers. These have always been great fun – imagine how much better they'll be now they're in full 3D.

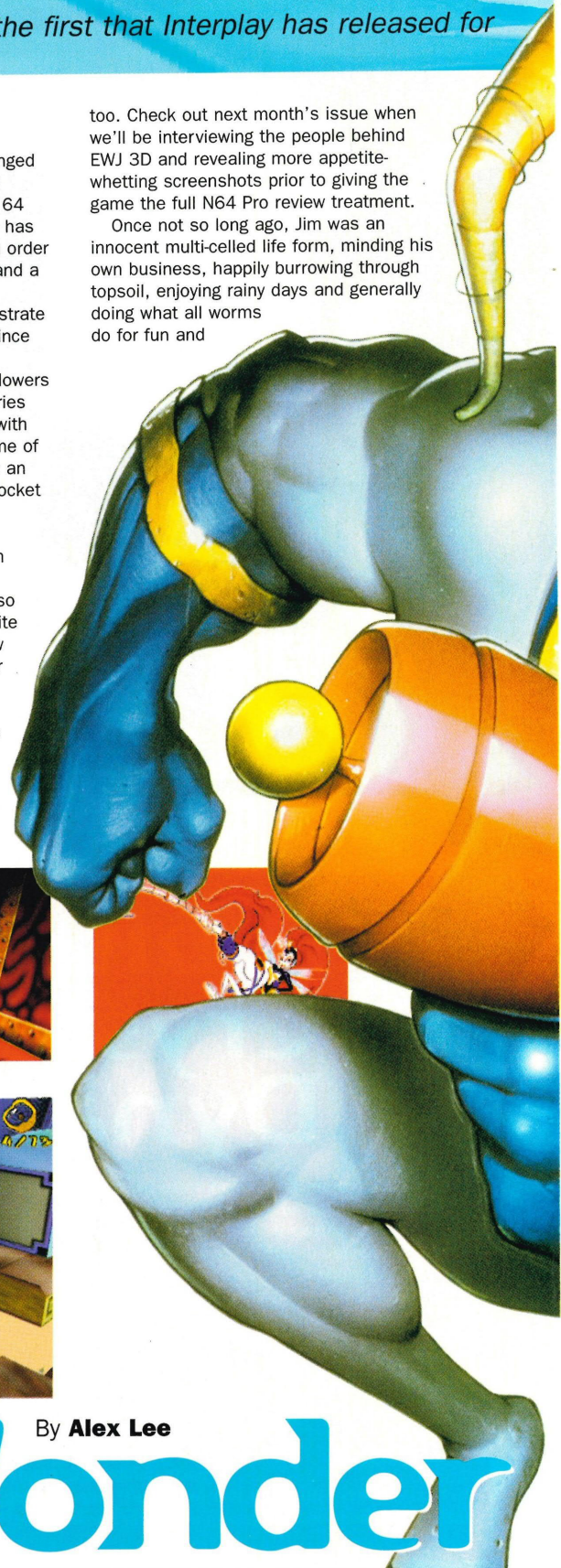
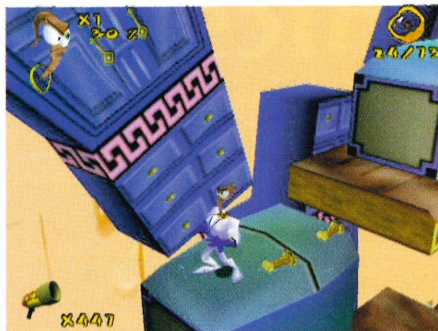
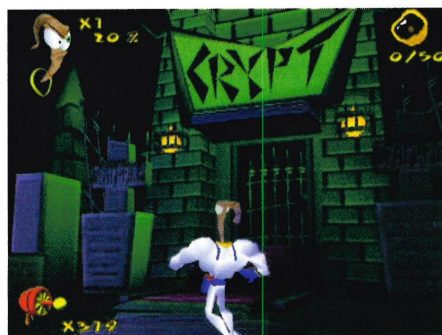
The screenshots on these two pages also show off some of the in-game enemies quite nicely. The Disco Zombie looks superb now you can see him in his environment, rather than seeing him on his own as a pre-rendered graphic. All in all, Interplay tell me, it's coming together brilliantly. There's a new game mechanic that stops players needlessly tumbling to their doom when they don't mean to (one of many people's gripes with a lot of 'free-moving' 3D games). The puzzles are pretty cool,

too. Check out next month's issue when we'll be interviewing the people behind EWJ 3D and revealing more appetite-whetting screenshots prior to giving the game the full N64 Pro review treatment.

Once not so long ago, Jim was an innocent multi-celled life form, minding his own business, happily burrowing through topsoil, enjoying rainy days and generally doing what all worms do for fun and



Below: All Jim needs now is to find Bobby, Boris Pickett and Kickers. Then he'll have famous horror spoof band Bobby 'Boris' Pickett and the Crypt Kickers



By Alex Lee

Wonder

Jim 3D

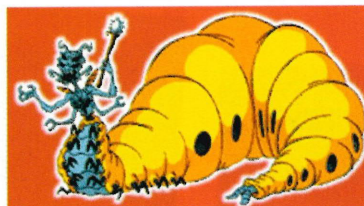
over six months

Source(s):	Bastion PR agency
Materials supplied:	Screenshots & development info
Extra information:	Internet
Development location:	Scotland
Playable version:	No
Percentage complete:	60%
Estimated release date:	Winter

entertainment, which is to say – burrowing through the topsoil, enjoying rainy days, blah blah blah... This idyllic life came to a crashing end when an amazing, extra-terrestrial Supersuit fell out of the sky and transformed little Jim into the ultimate super er... bug. So now allow us to introduce the Ayatollah of Action, the Duke of Daring, the Baron of Banter, the Marquis of Mirth, the Suzerain of Silliness, the Potentate of Puns, the Capo di Tutti Capi of Comedy - ladies and gentlemen... Earthworm Jim!

Once a dirt-eating, crow-tempting, mouthful of chewy wormflesh, Earthworm Jim has become a virtually indestructible dirt eating, crow-tempting, mouthful of chewy wormflesh - with eyes... and a mouth... and muscles... and four brains (sometimes more is less!)... and, oh yeah ... a really BIG ray-gun.

But in spite of the muscles and the really big gun, Jim is still an earthworm at heart. Which means that Jim, like any worm, enjoys the perks of being a celebrated hero: the spotlight, the adulation, the mall openings, park dedications. He loves the fame that being a



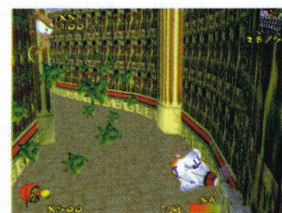
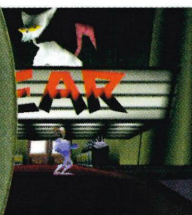
hero of the cosmos brings. He just doesn't like the actual work, namely death-beams buzzing by your head, crazed chefs with succulent worm recipes, bounty hunters armed to the beak with sharp point, anti-worm things, planets blowing up...

you know, the usual!

Pulling the birds

Jim would rather diffuse a potentially difficult situation with diplomacy before resorting to blows. He also tends to get somewhat nervous during these tense encounters, and his yammering will sometimes be as confusing to himself and his allies as it is to his foes. Jim gets a great big "A" for effort. After all, the role of superhero is still new to him. In fact, in his former life as a filthy little worm, he never went anywhere or met anyone interesting. Now he travels throughout the galaxy to the strangest and most awesomely bizarre places and meets some of the most outrageous beings and things in all of creation.

Naturally, Jim still has a fear of birds (which worm doesn't?), and he avoids fish (especially big fish) and fishermen looking for the ultimate bait. He's not spineless (well he is spineless in the technical sense), but a fear of birds and fish comes automatically. He works hard to overcome these phobias, but it's tough when one of your chief foes is an overgrown, extra-terrestrial crow, with an insatiable appetite for earthworm ●



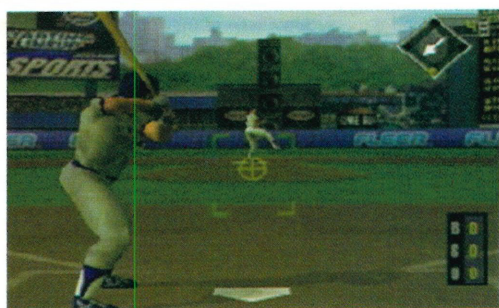
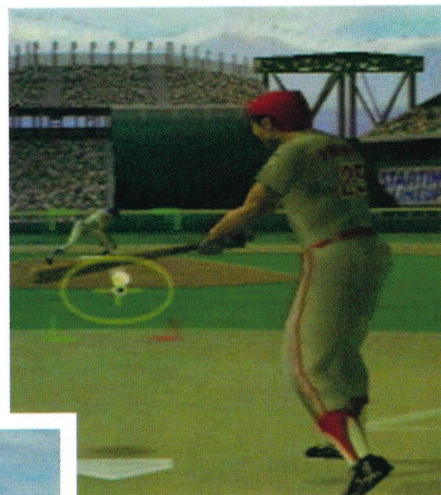
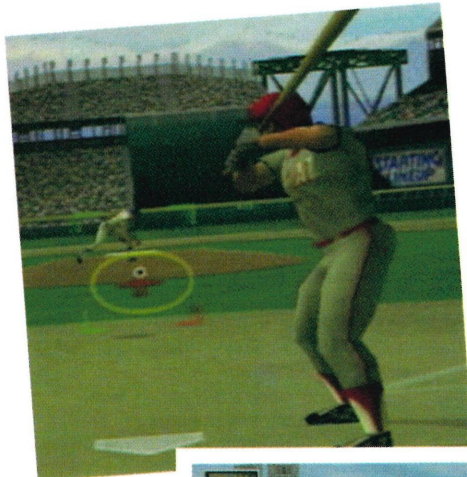
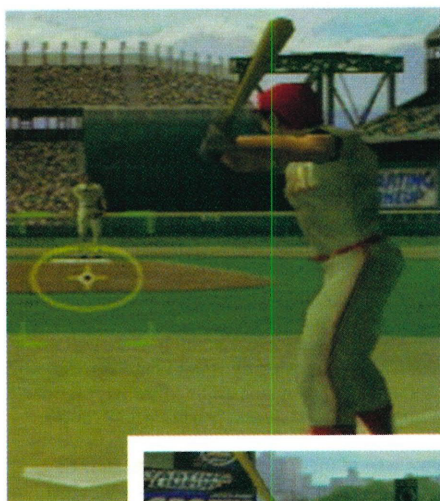
Above: In the morning, laughing, happy fish heads, in the evening, floating in the soup. Roly poly fish heads, eat them up. Yum

Worm Man

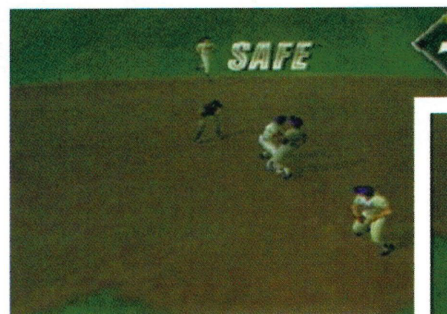
Pre view

All Star Ba

Vive indeed. Acclaim are once more ringing the changes and pushing back the boundaries of our



Believe us when we say that you will never have seen a console game as detailed, or well animated as Acclaim's All Star Baseball



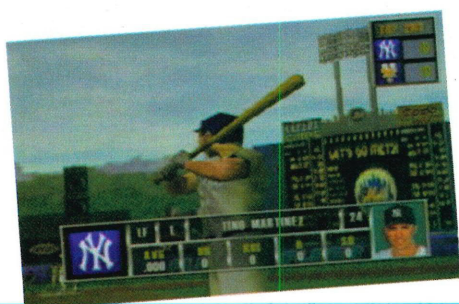
Vive la

By **Steve McNally**

“All Star Baseball’s hi-res graphics should make the game much sharper and more detailed than any N64 game so far”

N64 Pro news issue 5

Resolution!



WE'RE NOT THE type to blow our own collective trumpets unjustly (we're a humble bunch really you know) but having had a 95% finished All Star Baseball cart in the office for over a week now – and having played it to death – we feel that we can justifiably stick our tongues out at our competitors in childish fashion and say ‘ner ner ner ner! We had it first!’

Right back in issue five we started to get excited about Acclaim's second attempt at a

hi-res N64 sports game (the first being NFL Quarterback Club) and as news began to leak out that this was going to be something a little bit special, we felt it our duty to mention it.

Ballpark life

Since then we've given you the most comprehensive coverage of the game possible, and having played it for a considerable length of time, we have to say justifiably so.

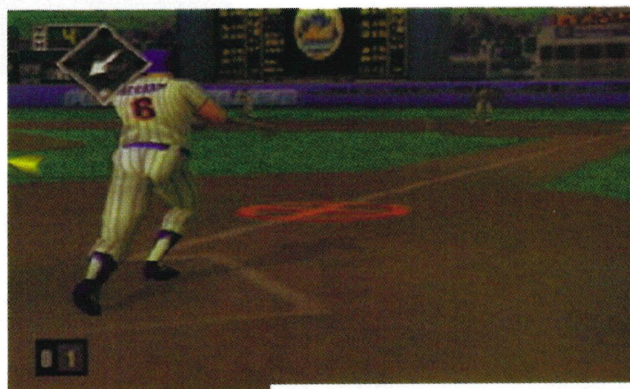
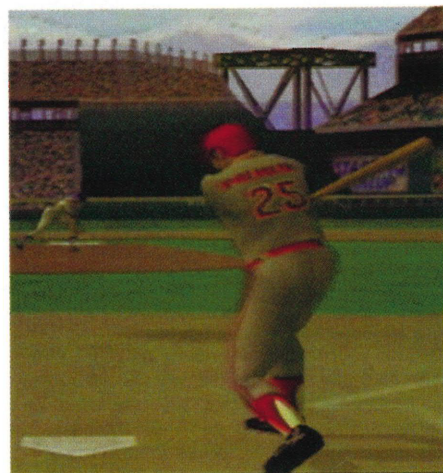
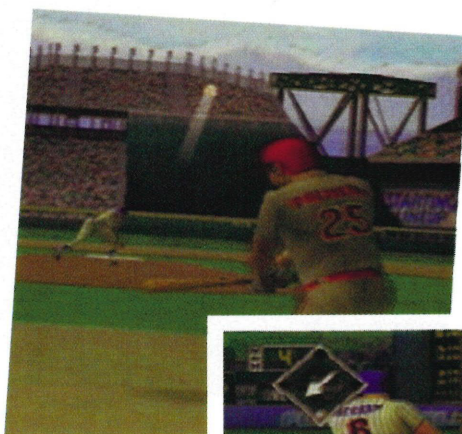
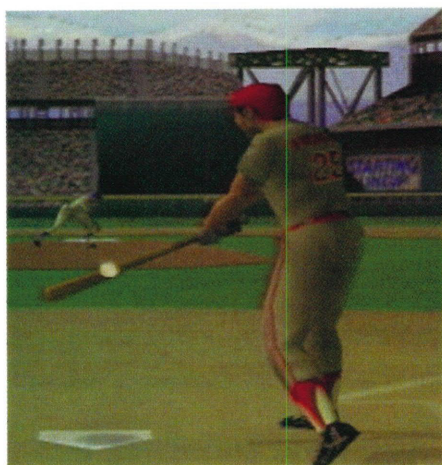
seball

sporting expectations. Nice one.

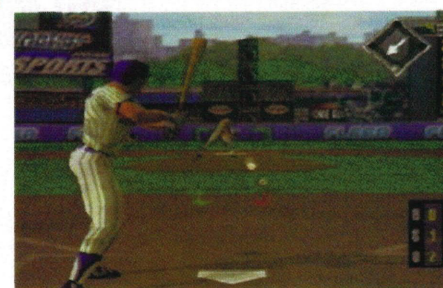
Source(s):	Acclaim
Materials supplied:	Preview Cart
Extra information:	None
Development location:	Acclaim US
Playable version:	Oh yes
Percentage complete:	95%
Estimated release date:	June

“You’re going to be blown away by some of the games you’re going to see from Acclaim”

NOA Chairman Howard Lincoln in issue 7’s news



As a general rule of thumb, you’ll find that the stockler players make the best power hitters, so a good tactic is to switch hit them when bases are loaded



baseball is far from the national pastime in the UK that it is in America. Indeed, on a personal note I can just about stomach the half hour or so weekly round up, but doubt I’ll ever manage a full live match. Does that spoil my enjoyment of ASB? Not a bit of it. This game feels so real that you can’t help but enjoy it, and once you become embroiled in the tactical ‘pitcher versus batter’ chess game that ensues at every pitch you’ll wonder how and why you never got into it before!

Power is nothing

The key is control. Every step of the way you feel in charge of the outcome of the game.

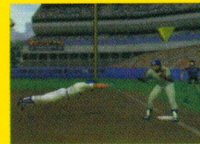
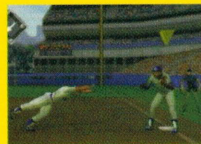
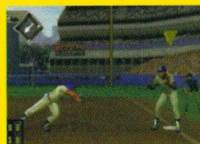
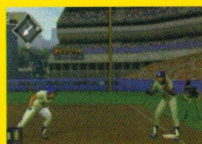
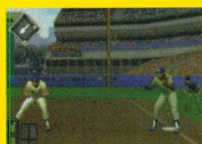
of the licensing small print (which has yet to be sorted out) and there’s still a bit of polishing left to do on some of the animations, but other than that the game plays exactly as it will in its finished state. And by that I mean brilliantly.

Okay, I know that, despite the valiant efforts by Channel 5’s overnight scheduling team,

Even though we’ve written so much about this incredible game over the last few months, we’re not going to retread old ground because now we can actually tell you how the game plays. You need to bear in mind that the cart we have is an unfinished version only in terms

Preview All Star Baseball

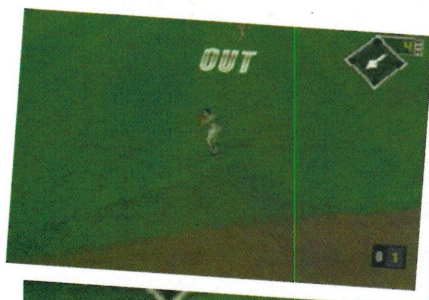
Animation's a difficult thing to demonstrate in a still screenshot. But we've had a go anyway



“ASB is already well on its way to becoming the most impressive sports title yet for our console”

issue 7 preview

► Play well and you'll succeed, but have an off day and your pitcher will spend far more time than he'd like watching the ball sail back over his head and 'outta there!' This has been the failing of most baseball games in the past. Pitching used to mean 'press a button to select the pitch and maybe, if you're lucky, add a bit of swerve to divert it away from its straight down the middle trajectory.' Not any more. Now you choose the type of pitch, precisely where you want to aim it and the amount of curve or dip that's to be applied to the ball after it leaves your hand. It's

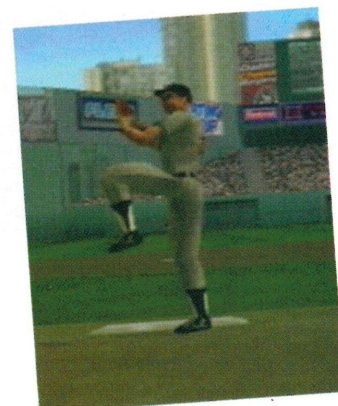
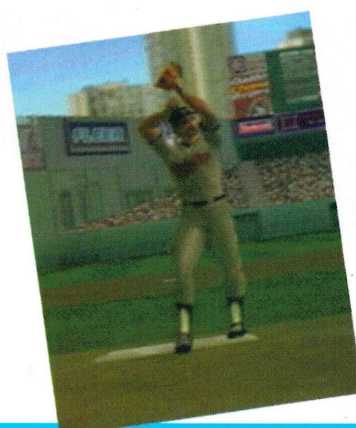
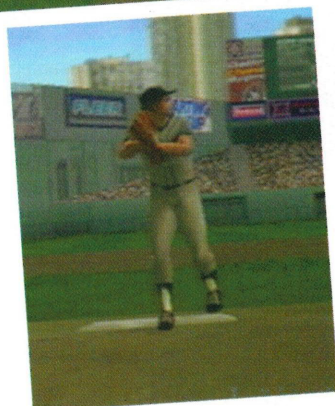
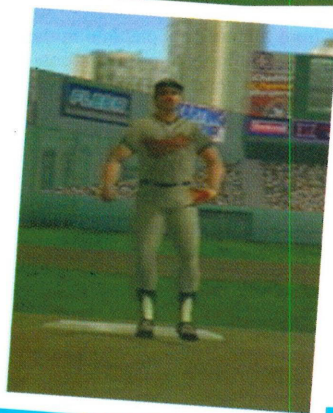


impressive stuff that works far better than I'm making it sound.

Batting is equally good with options including hitting for power, just for contact and the good old bunt (in both power and tap guises), which, along with pinpoint analogue control and complete freedom of movement with the bat – no pinging back to a centred position here – make the ancient art of hitting just about as realistic as you can't get without an actual bat and ball!

I realise I'm treading on the

The players react exactly the way you would expect them to in a real game of baseball, with both flare ups and gloating regular occurrences



“It's not surprising that Acclaim are confident of causing another shock on the scale of their amazing usurping of EA Sports' latest Madden incarnation last year”

issue 8 preview

toes of next month's review here a bit, but I don't really care. I've played All Star Baseball enough now to know that I'll probably give it a Stamp Of Approval (assuming I do the review that is), and considering there's still some stuff to go in, that's quite a claim.

Anyway, mustn't ramble on too much because we've got tonnes of flashy screenshots to show you. Oh, but before I finish I must just mention the innovative use



Make it to the big leagues...



Who better to create than the ultimate athlete, (soon to be ex) Man City superstar Georgi Kinkladze. Certain to make it big



You are given a number of points to divide among your abilities



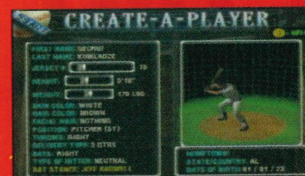
Points for pitching ability are also distributed from a set pool



Everything is customisable, right down to facial details



There are also plenty of varied pitching methods



You can choose from a large number of batting styles



Once created you need to get your player a team



And from there just bang him in the line-up and you're away!



A joyous moment. All that hard work has finally paid off

of the rumble pak in All Star Baseball. There's more than just vibrations when you thwack the ball – although they are in there as well as you'd expect – Acclaim have come up with the ingenious idea of using the device as a pitching aid, rumbling gently should the aim of

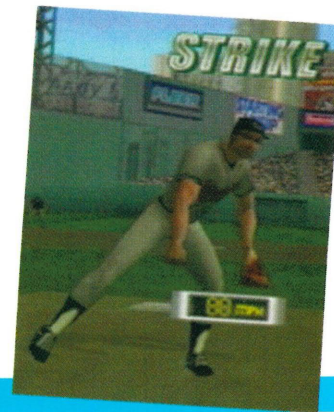
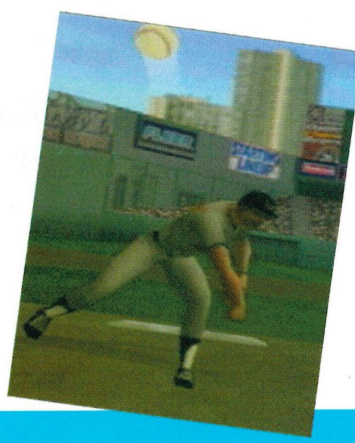
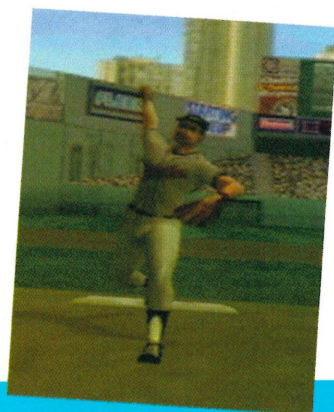
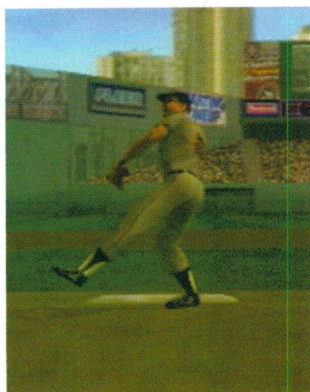
“In terms of looks, nothing even comes close!”

issue 7 preview

your pitch start to stray outside the Home strike plate and into the Ball territory, allowing you to take corrective action. And there's a similar setup for batting too with the pak

giving a shudder prior to the hit if you've lined things up just perfectly.

It seems that where there's a will, Nintendo will provide the way. And Acclaim certainly seem to have the will. There'll be a review next month. Promise. Well, pseudo ●



Subscriptions:

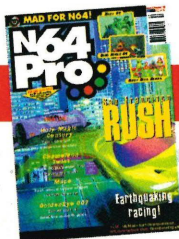
FREE! Official N or **FREE** official Nintendo rumble pak & controller pak when you subscribe to **N64 Pro***



Here's your chance to get an Official Nintendo Joypad or rumble pak and controller pak FREE. Interested? Well read on and find out how you can not only get your hands on 13 issues of the best Nintendo Magazine around, but also get the best peripherals on the market delivered to your home...

SUBSCRIBE and get the magazine delivered to your home free of charge

Subscribing is easy. Why? Because we do all the hard work, so you don't have to. If you live in the UK you won't be charged any extra for postage – not even a penny!

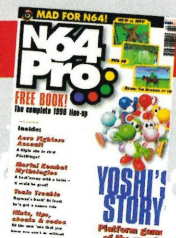
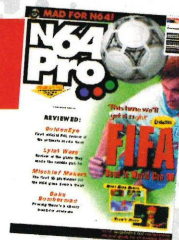


SUBSCRIBE and never miss an issue

Subscribing is the best way of guaranteeing you'll never miss an issue of N64 Pro

SUBSCRIBE and receive an amazing free gift

When you subscribe you'll also get an amazing Official Nintendo gift of a joypad or rumble pak and controller pak. But hurry the stock of coloured joypads is subject to availability, so complete and return the subscription coupon right away to make sure you get the one you want.



*UK only

intendo joypad!



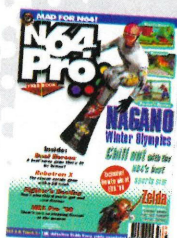
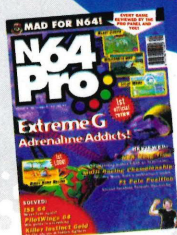
24 Hour
**SUBS
HOTLINE**

for credit card holders

Tel: **0870 606 0423**

Fax: **01369 703 113**

Please quote reference
code N9807



Save £5!

Why pay more than you have to for N64 Pro? Pay by Direct Debit for your subscription today and you'll SAVE a full £5. So you've got the mag, you've got the gift and now we're giving you money back!



Subscription order form

I know a good offer when I see one. So much so, I can't help but fill this in. Send me the first of my 13 issues right away! N64 Pro is the mag for me, that's for sure

Choose one of these free gift options

Gifts only apply to UK subscribers. Please allow 28 days for delivery

Option 1: Official Nintendo joypad...

My preferred colour of joypad is:

Blue ☐

Yellow ☐

Green ☐

Red ☐

**RRP
£29.99**

Option 2: Controller pak and rumble pak ☐

**RRP
£14.99**

**RRP
£14.99**

Subscribing couldn't be easier

Complete the form and post it to us at:

IDG Media, FREEPOST, DUNOON, Argyll, PA23 7UZ

or call the Subscription Hotline:
0870 606 0423

Fax the order form on:
01369 703113

E-mail: dbscot@globalnet.co.uk

Please quote reference number N9806 when telephoning or e-mailing your order.

13 issue subscription rates

13 issues UK (direct debit)	£ 8.34 per qtr
13 issues UK (cheque/PO/Credit card)	£38.35
13 issues Europe (including Eire)	£55.40
13 issues Rest Of The World	£75.40

Please make cheques & postal orders payable to IDG Media

I wish to pay by: ☐ Cheque ☐ PO ☐ Credit Card

C/Card: Exp:

Name

Address

Date of birth

Postcode Please tick if you don't wish to receive any further promotional literature ☐

Quarterly Direct Debit Instruction AUTHORITY TO YOUR BANK/BUILDING SOCIETY TO PAY DIRECT DEBITS Originator's Identification No. Ref No. 8514112	
Name of bank/building society.....	
Address.....	
Postcode.....	
Name of account.....	
Your account no. <input type="text"/>	Sort code <input type="text"/>
Signature(s)..... Date.....	
<small>Your instructions to the bank or building society: I instruct you to pay Direct Debits from my account at the request of IDG Media. The amounts are variable and may be debited on various dates. No acknowledgement required. • I understand that IDG Media may change the amounts and dates only after giving me prior notice. • I will inform the bank/building society in writing if I wish to cancel this instruction. • I understand that if any Direct Debit is paid which breaks the terms of the instruction, the bank/building society will make a refund. • Bank/building society may decline to accept instructions to pay Direct Debit from some types of accounts.</small>	

Please note! Direct Debits cannot be set up by telephone

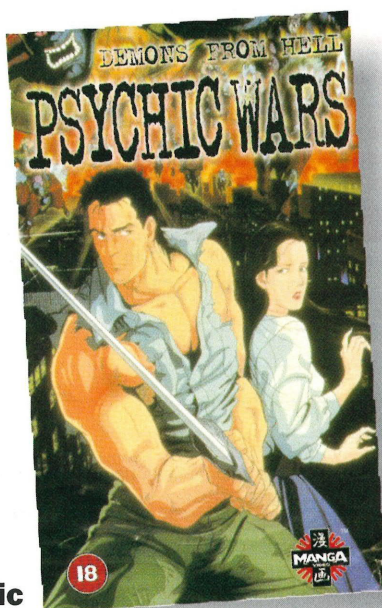
N9807

Give away

THE BIGGEST GIVEAWAY EVER 4!

We just can't stop giving you valuable, strictly limited edition stuff for absolutely nothing!

Question 1
WIN 10 Psychic Wars Manga videos



Question 3
WIN 3 sets of three Godzilla books



Question 2
WIN the Editor's collection of magazines



BIGGEST GIVEAWAY EVER WINNERS from issue 7: Landlock vids (Akira) – S Ho, The Netherlands, A Cheema, West Yorks, A Stewart, Newport, M Little, Kent, R Robertson, Oxford, G Harris, Swansea, O Burt, London, F Haversham, Frodsham, P Naughton, Great Yarmouth, M Burrows, Carlisle
Alien Harvest novels (1979) – K Wallace, London, R Trent, Norwich, T Flint, Coventry, S Hurst, Manchester, B Jameson, Birmingham
NHL Breakaway carts (Tkachuk) – J Kirman, Notts, R Gibbs, Shropshire, P Mann, Rugby, T Fricke, Surrey, N Woodroffe, Northampton, Swansea
Craven T-shirts (Dennis The Menace) – M Hurst, Huddersfield, J Davies, Staffs, J Orson, Sunderland, A Norris, Cambs, J Peterson, Dundee, G Stevens, Clapham, F Keegan, Gillingham



Question 4
WIN Selection
of Rats original
artwork



Question 6
WIN 5 Quake
2 T-shirts

Question 7
WIN a year's subscription to N64 Pro

Subscriptions:
FREE! Official Nintendo joypad!
or **FREE official Nintendo**
rumble pak & controller
when you subscribe

Here's your chance to get an official Nintendo joystick or rumble pak and controller pack FREE! Subscribe to N64 Pro today! It's that easy! Just fill in the form and we'll send you the pack of your choice. It's yours for free! No money down, no strings attached. Just a year's subscription to N64 Pro. That's all it takes. So hurry now! The pack is yours for free! No money down, no strings attached. Just a year's subscription to N64 Pro. That's all it takes. So hurry now!

Subscription order form
I would like to subscribe to N64 Pro for 1 year (12 issues) for the price of £12.99. I would like to receive the pack of my choice (joystick or rumble pak and controller) for free. I enclose £12.99 in full payment. My name is _____ My address is _____ My post code is _____ My telephone number is _____

Question 8
WIN 5 large
Gex posters

Question 9
WIN 1 enormous
Gex cardboard
cut-out



Question 5
WIN Game
Booster



Entry form

Answer as many or as few of the questions as you like, but remember, you have to be in it to win it! Or something

PLEASE PRINT YOUR ANSWERS CLEARLY

Question 1

10 Psychic Wars Manga videos

If you were psychic, you'd be able to read my...

Question 2

Win the Editor's collection of magazines

Think of a word that rhymes with 'magazine'

Question 3

3 sets of three Godzilla books

Which small green dinosaur accompanied Godzilla in the eighties cartoon series?

Question 4

Selection of Rats original artwork

Name Bob Geldof's ex-punk band

Question 5

Game Booster

Which chocolate bar are you likely to eat when using this add-on?

Question 6

5 Quake 2 T-shirts

Which scale measures levels of earthquakes?

Question 7

Win a year's subscription to N64 Pro

How many pages does N64 Pro normally have?

Question 8

Win 5 Large Gex Posters

What make of sunglasses does Gex wear?

Question 9

1 enormous Gex cardboard cut-out

What type of lizard is Gex?

Entries to be in before July 31. Send to **Biggest Giveaway**
Ever 4, N64 Pro, FREEPOST, IDG Media, Adlington Park,
Macclesfield SK10 4YE (Photocopies of this form are okay)

Name: _____

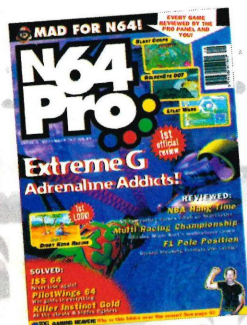
Address: _____

Post Code: _____ Age: _____

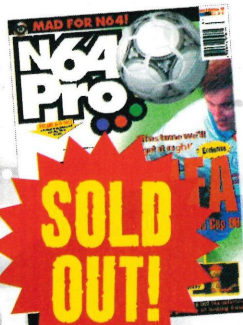
Signature _____

Back issues

You wanted 'em and now you're gonna get 'em. Strictly limited numbers of the last few issues of N64 Pro can now be bought directly from us for only £3 per copy

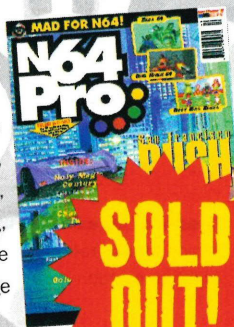


Issue One December
Cover: Extreme G
Free Gift: Video
Inside: Extreme G, PilotWings, Killer Instinct Gold, Super Mario 64, Mario Kart 64, Shadows Of The Empire



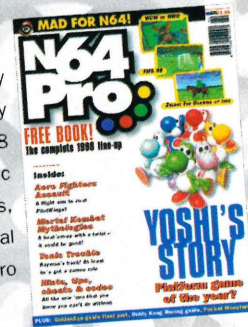
Issue Two Christmas
Cover: FIFA RTWC '98
Free Gift: Cheats Number One
Inside: FIFA RTWC '98, War Gods, Top Gear Rally, Dark Rift, Mischief Makers, Bomberman 64, Lylat Wars

SOLD OUT!



Issue Three January
Cover: San Francisco Rush
Free Gift: Gamer's Bible
Inside: San Francisco Rush, Zelda 64, Duke Nukem 64, Diddy Kong Racing, GoldenEye 007, Mace: The Dark Age

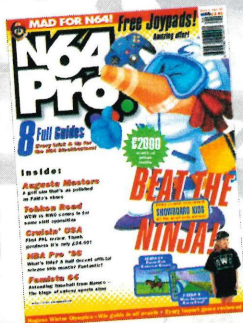
SOLD OUT!



Issue Four February
Cover: Yoshi's Story
Free Gift: Guide To 1998
Inside: Yoshi's Story, Tonic Trouble, Pocket Monsters, Aerofighters Assault, Mortal Kombat Mythologies: Sub-Zero

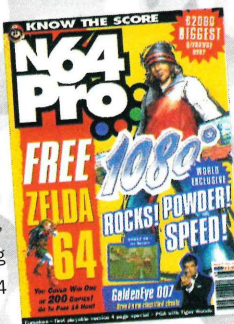


Issue Five March
Cover: Nagano Winter Olympics
Free Gift: Cheats Part 2
Inside: Nagano Winter Olympics, Zelda 64, Snobow Kids, Yoshi's Story, Fighter's Destiny, Aero Gauge

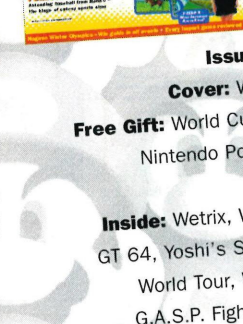


Issue Six April
Cover: Snowboard Kids
Free Gift: Guides Part 1
Inside: Famista 64, Rampage Augusta Masters, NBA Pro '98, Tohkon Road, Virtual Hiryu No Ken

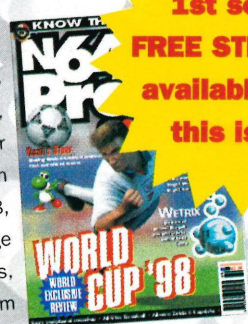
1st set of FREE STICKERS available with this issue



Issue Seven May
Cover: 1080° Snowboarding
Promotion: Zelda Cart Competition
Inside: NHL Breakaway '98, Nagano Olympic Hockey, Mystical Ninja Starring Goemon, Quake 64



Issue Eight June
Cover: World Cup '98
Free Gift: World Cup Wall Chart, Nintendo Poster & sticker collection
Inside: Wetrax, World Cup '98, GT 64, Yoshi's Story, Rampage World Tour, Wild Choppers, G.A.S.P. Fighters NEXtream



Back Issues order form

☐ Issue 1 £3 ☐ Issue 4 £3 ☐ Issue 5 £3 ☐ Issue 6 £3
☐ Issue 7 £3 ☐ Issue 8 £3 Total

Please make cheques & postal orders payable to IDG Media

I wish to pay by: ☐ Cheque ☐ PO ☐ Credit Card

C/Card: Exp:

Name

Address

Postcode Please tick if you don't wish to receive any further promotional literature ☐

Write, enclosing a cheque or postal order for the appropriate amount, to:
N64 Pro Back Issues, Freepost, IDG Media, Media House, Adlington Park, Macclesfield SK10 4YE

PLAY ONLINE "QUAKE"

with

zetnet

internet service

CALL 0800-938638

IT'S NOT FOR WIMPS

To Advertise in Classified contact

Carrie Nash on 01625 878888



MADEIRA GAMES

US N64 Specialists - LOWEST PRICES GUARANTEED

US N64 £149

ALL THE LATEST US GAMES - IN STOCK NOW - Fighters Destiny, Yoshi Story, Snowboard Kids, Mystical Ninja, Quake, 1080 Snowboarding, Tsunami Puzzle & Air Boarders

Lowest Prices on Games

N64 Video CD Player - PSX Decode Chips **CALL NOW**
UNIVERSAL PLAYSTATION £Call - Plays all Games -
Controllers, Memory Cards, RGB Leads, Transformers - **WE SELL THEM**

GUARANTEED NEXT DAY DELIVERY

All the Latest Playstation Games

TOSHIBA PIONEER DVD PLAYERS
FILMS AVAILABLE FROM £399

MADEIRA GAMES, Lynn Road, Heacham, Norfolk, PE31 7JF
Tel 01485 570256 - 0831 444041 Anytime Fax 01485 570501
Email sales@madeiragames.com





PRIDE

HIGH QUALITY PRESERVER

GAME CASES

To Order Telephone **Sales Hotline: 01276 855770**

3Pk Pride NIN Case £4.99

1Pk Pride NIN Case £1.99

Includes VAT. Postage & Packing £1.50

UK ACTION LTD

UNIT 3 DORNA HOUSE, GUILDFORD ROAD
WEST END, WOKING, SURREY GU24 9PW

TEL: +44 (0)1276 855770

FAX: +44 (0)1276 855776



MOST MAJOR CREDIT CARDS ACCEPTED



Official
NINTENDO 64
Licensed Product

Nintendo® 64 Game Cases

Officially licensed Nintendo® 64 game cases. Pride's exclusive design protects and stores a Nintendo® 64 game cartridge, instruction booklet and controller pak in a single case. Options include choice of colour with officially licensed Nintendo® 64 logo. Available as singles or 3-packs



RRP £4.99

Feed



Red Rum wasn't too chuffed with his new 'Cyber' look

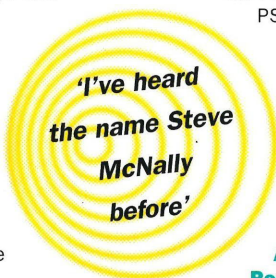
Write to: N64 PRO, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE or email: alexl@idg.co.uk

*This month's letters pages are filled with correspondence from N64 fans all over the world. So, after only a mere eight issues, N64 Pro has officially the world's greatest N64 debating chamber right here. Want to be part of the phenomenon? Send a letter in now to the Freepost address above. It couldn't be easier **ALEX***

Ye Olde Debate

I feel compelled to write about the age old subject of 'console wars'. I am planning on buying an N64 in a month or so. I already own a PI**Station and many of my friends (PI**Station owners) jeer at my betrayal and jeer at Nintendo's machine.

I am pretty sure this is because they are jealous of games such as GoldenEye and Mario World as they never take the effort to scoff at the Saturn. The same could be said about N64 owners' abuse towards the PI**Station. They are jealous of games such as Resident Evil and Tomb Raider II. Let me just say that games always look tenfold better than they actually are when viewed from 'the other side of the fence'. I own both these games and neither took hold of my life. In fact, after their hype they were pretty disappointing (RE's dismal loading times, TR's weird control system).



I am trying to point out that we PI**Station owners are secretly green over the possibilities of Mario and James Bond. After three years of PI**Station gaming I can honestly tell you that the lack of FF VII is the only reason you should be pissed off with your gaming life. Play your superior shoot'em-ups with your superior controllers and forget about the PI**Station.

PS I've the heard the name Steve McNally before. Did he work on Amiga Power?

Iain M, Accrington



As you mentioned Steve, who incidentally worked on

Amiga Action rather than Amiga Power, I'll tell you what he had to say after doing some freelance work for our sister mag PlayStation Pro. 'The loading times are appalling. Jesus, I didn't remember them being that long.' From your point of view, Iain, just give the N64 a try. I guarantee you'll be playing GoldenEye 007 for months. Three years of loyalty to the PIStation has obviously taken its toll on you.**

Horses for Courses

I am writing to ask is there a game on the N64 about horse racing.? If so, how much and where I can get it?

Kirk Furniss, Leicester



Derby Stallion will be available for the DD when it comes out in Japan and

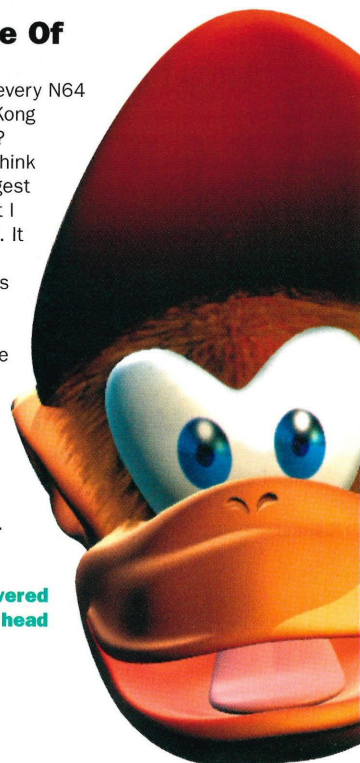


The Sony PIStation**

America, possibly before Christmas. No price has as yet been decided. It's unlikely, however, that there'll ever be a British horse racing release on the N64.

Difference Of Opinion

Why oh why did every N64 mag rate Diddy Kong Racing so highly? Unfortunately, I think that it is the biggest pile of dump that I have ever played. It is too hard (and I'm not saying it's crap cos I can't complete it) and the power-ups are shite. Plus I'm not at all alone in my views. Everyone that I know who has got it are feeling the same.



Right: A severed monkey's head

Back

Also, Mario 64 was shocking. So c'mon Nintendo, release better games, like GoldenEye, and cut down on the crap which damages Nintendo's reputation.

Paul Haggie, Yarm



Every N64 mag rated Diddy Kong Racing highly because it's an exceptional game.

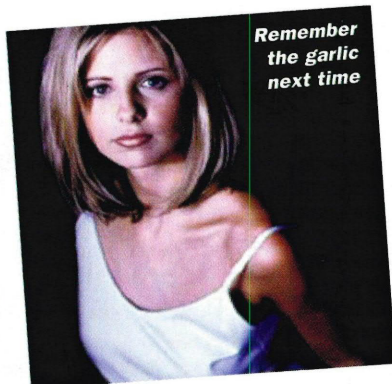
If you really do think it's the biggest pile of dump you have ever played, then you can't have played many games.

You and your friends' opinions are different to the vast majority of gamers, although at least you admit that GoldenEye is a beauty.

Buffy The reader Reviewer

Please consider me as a reader reviewer. I like any type of game, therefore I am very open minded. I don't have trouble taking time off work, apart from that there's no other reason to use me except it's Saturday night, I'm watching Buffy The Vampire Slayer with my two children and two dogs. I'm bored and need a day out.

Andrew Smyth, Sandhurst



Remember the garlic next time



Your name has been added to the ever-growing list of reader review hopefuls. We'll get around to you eventually, providing the mag's still being published in a year's time!

Murray's Mint

I have recently been reading hand me down copies of your magazine from my younger brother, who has owned an N64 since Christmas. He has Mario, Wave Race, Mario Kart and the best game ever, GoldenEye.

Now call me a cheapskate, but I don't own a leading console, simply hog my brother's. However, I have recently been considering purchasing one, and am torn between an N64 and – dare I say it to you? – a PI**Station. While I accept, through numerous arguments and scraps with my brother that N64 has the greatest game and potential, I am greatly tempted by the 'power of PI**Station' (which I am not to underestimate according to the crappy adverts) due to its outstanding Formula One games.

As a fan of F1 and having tried the naff Pole Position, I long for a game to match the PI**Station range on N64. So please tell me the N64 has a Formula One game in the pipeline or I may just turn to the dark side! Cheers for a great mag and please give my brother Ben a medal for being so patient while I hog his machine.

Aaron Hunter, Birmingham



F1 Pole Position – heavily advertised



Taking into account your love of Formula One, you've got a valid dilemma. Pole Position was disappointing and there's no denying that

Psygnosis' two F1 PI**Station games are good ones. What you need to question, however, is the logic of buying a £130 games console to play only one game on it when an N64 at £100 would be a much shrewder purchase, especially considering that the excellent World Grand Prix developed by Paradigm (of PilotWings and Aero Fighters Assault fame) is scheduled for an American release in July, so you should be able to get hold of a copy from any reputable import dealer.

Now call me a cheapskate, but I don't own a leading console

Vauxhall Supernova

I find N64 Pro the classiest and best value for money magazine. The only thing that got me frowning was your comments on FIFA 64 in the Profile section of issue 7. Sure FIFA 64 is possibly the worst game ever to impinge upon our 64bit delight but I thought it was slightly unfair to compare it with the GM Vauxhall Conference. I go to Halifax every week (more or less) and have been to Premier matches before. Okay, it doesn't take a dumbo to work out there is quite a difference between both leagues, but Halifax Town play great football that would outclass any Nationwide team.

I bet you haven't seen a GM Vauxhall conference game. Well I challenge anyone to give up their premier football and get down to the Shay, true football fans will like what they see. Before I end this letter just in case you do publish this, N64s are the best consoles around by far and PI**Station owners know it because a number of my friends recently swallowed their pride, finally admitting PI**Stations can't get near the class of N64s, by trading in their grey rubbish for shiny black gaming gods.

Ben Warburton, Harrogate



Mark, who wrote the FIFA 64 A-Z piece, has never been to a GM Vauxhall Conference match, but I have been to plenty so I know where

you're coming from. I've seen matches at Altrincham, Stalybridge Celtic, Macclesfield, Winsford Town and Northwich Victoria (most of whom aren't even Conference level) and even took an interest in the feature on your beloved Halifax on Football Focus a couple of months back.

However, Halifax outclassing any Nationwide team? You're off your rocker, mate! You might beat Doncaster, but Sunderland? Nottingham Forest? Middlesbrough? It's one thing to defend

Left: Just some of the top quality Spook peripherals that you could win by sending in the Letter Of The Month



► your team, but it's another thing altogether to wildly fantasise about their abilities. We don't think the Vauxhall Conference is bad per se, just a lower standard to 80-odd sides in the football league.

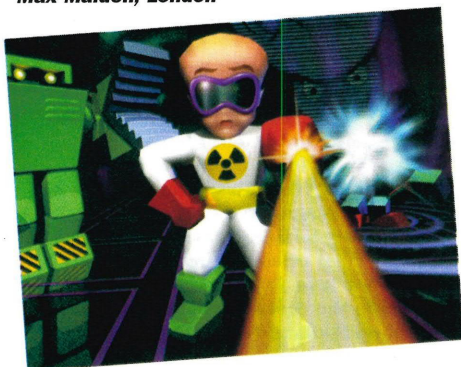
D-D-Dodgy

I'll start by congratulating you on a top mag with a very clear layout and a refreshing lack of advertising. The thing that annoys me about nearly all of your competitors, in particular the Official Nintendo Magazine, is the number of pages they waste on guides and cheats for pants games, but your mag avoids this. For example, issue 7 had four pages of cheats on games all scoring over 85% (except Robotron!). Your mag is also very professional compared to your rivals, which I'm sure is down to Noely.

I think that the 64DD is a very dodgy move for Nintendo and perhaps not very sensible because they should just concentrate on churning out at least one high class game every month. I saw a preview of Holy Magic Century in issue 3 of your mag and was very interested, but I have not seen it on any of the release schedules nor in the form of Quest 64. In issue 7 of your mag you replied to Sam S's letter about a horror game on the N64 and you missed Dracula 64, Quake 64, Hybrid Heaven and perhaps the new Duke game.

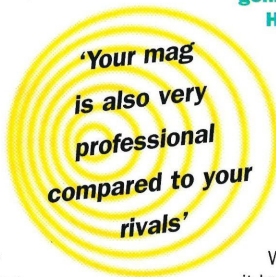
I have heard rumours about a Worms game appearing on the shiny black box, are these true? But couldn't I just get the GB emulator and play the GB version? Hope none of you are regretting leaving PI**Station Pro, because if you are you deserve a good kicking. Sorted.

Max Malden, London



**N64
Pro**

We've noticed other mags' propensity to cover shocking games in great length in their cheats sections. That's their



prerogative I suppose. Quest 64 is out June 15 in America – it says so in the release schedule at the end of the News section. You're right – I did miss Dracula 64, although the specific

genres of Quake, Hybrid Heaven and Duke could be argued. You'll be pleased to know that Team 17 will be working on an N64 version of Worms, but don't expect to see a finished version until 1999.

Lily Livered

What the hell is going on here? Could it be a set up to get people to buy the so-called out of this world N64 or what? Having owned the NES, then the SNES and the Game Boy I was overjoyed to buy the N64, but was shocked to find it one of the worst consoles I have ever had. All my mates at work told me how superior this machine was, but what I reckon is that the guys at N64 kidnapped them and forced them to say this.

You see I own both the N64 and the



Left Stick a bag over her head and she might be alright. Big feet, like...

PI**Station and I have to say that the 'Station is 99 times better. It has better games and better quality and it seems to run more smoothly, where N64 games are blocky and run too slow.

For example, on the N64 you have Fighter's Destiny, Mario 64, GoldenEye, Lylat Wars, WCW vs NWO and Snowboard Kids which to me are all slow and boring. Then you get the 'Station's titles such as Tekken 2 and 3, Tomb Raider 2, Final Doom, GTA, Resident Evil, Cool Boarders 2. Now those games rate 100% in my book.

Your sort should be bending down on your

Letter of the month

S.O.B.

As a serious, but novice gamer by comparison to yourself and colleagues, I felt the need (for the first time) to put pen to paper and say, 'Thanks for a mega brill mag'. I am a little more than seriously post-teenage, in fact at 60 I am closer to being a 'wrinkly'. Nonetheless my games are very important to me, and your reviews and previews etc are a major factor in helping me decide which games to buy. I can't afford to waste money on buying crap games, so your modestly priced N64 Pro really has saved me from crying in my beer.

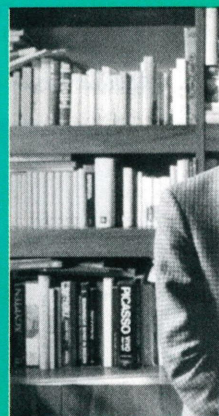
Because of the tricks and cheats that I have learned from your mags. My



Left: These peripherals are all yours, Jack. Well played, old timer

grandchildren think I'm the greatest. To date, I have managed to buy five games, all with your Stamp Of Approval and I have not regretted one purchase. My favourite games are DKR, GoldenEye 007, PilotWings and Lylat Wars in that order, so you can see you definitely influence me.

Dare I say it, I've even entered your competition for a copy of Zelda 64. This is another first for me, so you can see N64 Pro really has got me on my hind legs and doing things I've never done before. Is there any



Back

knees and kissing the PI**Station's ass. It may seem that I am taking this point a bit far, but I have my opinion and you have yours. But I have to say this now. I will be selling my N64 because the PI**Station just pisses on the N64 and with my money I will get drunk and beat up anyone who owns the N64.

As for David Waller in Feedback issue 6, I'd tell him to stick to the PI**Station and get rid of the N64. You will be better off, as I can see no future in the N64.

Mr X, no address supplied



So, Mr X, if you're gonna get into a slanging match over the quality of software available for each warring faction, let me remind you of some of the

'greats' that have been released on the PIStation - Allied General, Aquanaut's Holiday, Atari Arcade Greatest Hits, Batman Forever, Chessmaster 3D, Critical Depth, The Crow, Cyber Speed, Extreme Pinball, Fantastic Four, Firo & Klawd, Hard Boiled, Hebereke Popoitto, Hexen, Independence Day, Jet Rider, Kick Off 97, Lone Soldier, Maximum Force, Mega Man X3, Myst... and that's just up to 'M'! I wonder why you didn't give your real name and address? Ashamed of what you've written, perhaps?**

Shall I Eat This Month?

Brilliant mag - all in all a fabulous feast of fantastic facts and honest opinions on the 'orribles. On to business... being the financially assured sort I am (not rich, more sort of 'Do I buy this game or do I eat for the next week?') I await your reviews, write out a little list, then it's off down the local gaming emporium to return laden with the equivalent of next month's food bill.

Or, at least I would do were it not for the apparent lack of games. Don't get me wrong, I'm not moaning (I'd sooner wait for another couple of months than have a rushed game that's shite), but I do feel it's about time THE Games and the Big N got their act together. Many thanks for all your (appreciated) hard work.

PS. For those who question why people develop for and buy PI**Stations, I will elucidate. Being a few years old, developers have a consummate working knowledge of the PSX's innards. Thus they can create vivid worlds within a game that exploits the machine's capabilities. The Big N were stingy with giving out working knowledge to developers in the early days. Therefore they find it harder to program for a machine they know little of, whereas with the PSX they have a) Prior experience, b) a wider user-base and c) cheaper publishing costs (CD v cart).

As more top games come out for the PSX, more people buy them. With Nintendo treating Britain like a scab on its knee, it won't start picking at it 'til it's sure no ill-effects or bleeding (of cash reserves) will happen. Rough justice for not liking sushi, or just desserts for making an icon out of Maureen off Driving School? You decide.

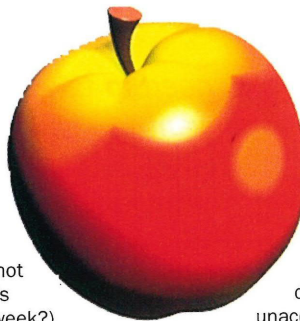
James Weston, Wolverhampton



All good things come to those who wait, James. In a few months' time, when the official N64 game release trickle becomes more of a steady flow, I'm betting you'll be living off bread and water.

Doodle Dandy

As the mother of two die-hard fans of N64 Pro, I am more than willing to pay the exorbitant price charged here in Norway for your



magazine. but I refuse to have my children exposed to totally unnecessary and stereotyping critiques. I am referring of course to Noely's article about Jeopardy (May issue 1998).

To call Americans 'fat, pear-shaped, burger eating...' is distasteful at best and downright unacceptable. How would you Brits like to be described as having rotten teeth, smelling of fish and chips and being football hooligans? However, I refused to go down to Noely's level. The only ignorance shown anywhere has been his. The only ignoramus is he who thinks it's cute to write such generalizations.

The fact is that this game appears to require mental agility as opposed to finger flexing, obviously leaving Noely at a disadvantage. His lack of knowledge of US history, geography etc is indicative of his limited range. After all, most intelligent individuals appreciate the importance of possessing knowledge of the leading industrial nation. Furthermore, he totally missed the educational value a game such as this one has. Needless to say, this article

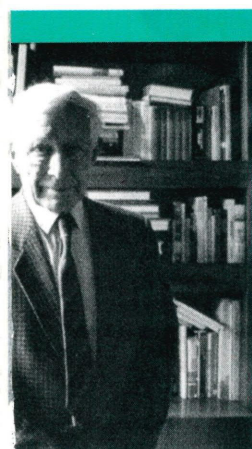
would have benefited from some editing. It is his right to dislike the game, compare it unfavourably to Wheel Of Fortune and mention its US bias. But it is not right to insult an entire culture. In the future can you please ensure that critiques are focused on the game itself and not reviewer's own inferiority complexes and xenophobia.

There is enough hatred and distrust among cultures in the world to have a magazine contribute in propagating such ill-conceived stereotypes rather than adhering to its goals of being fun and informative to its readers.

Mrs T Bjelland, Oslo, Norway



But surely the best way of being fun and informative is to propagate ill-conceived stereotypes? No, but seriously, point taken. It's lucky Noely didn't have to dream one up about Norwegians as the only thing he knows about your home nation is that people go whaling and ski jumping. Incidentally, your Brit stereotype applies (almost) perfectly to Noely. He does have rotten gnashers, he positively reeks of fish and chips and he's a top football hooligan. Take it from us, he now feels a right 'bjelland' and is sorry for rubbing you up the wrong way.



Left: A smartly-dressed old bloke in a library, yesterday

news of Metroid for N64 yet? I thoroughly enjoyed the SNES version and eagerly await your verdict, so please don't delay any bits of info. Keep up the good work! Thanks from an old timer who likes to be kept up to date.

Jack Aitken, Leeds



Congratulations Jack, you are indeed our oldest ever reader. There's no news of Metroid 64 as yet, but if we get a sniff of any we'll print it first. Super Metroid, for anyone not old enough (!) was a 3D platform/shoot'em-up starring a foxy lady in a mech suit.

Profile

The ULTIMATE

Charts

Top Rating Games - N64 Pro

If anybody knows N64 games, it's us. So here's our definitive top-ten games available on the N64.

- 1 (1) **Diddy Kong Racing** 96%
- 2 (2) **GoldenEye** 94%
- 3 (3) **1080 Snowboarding** 93%
- 4 (4) **Nagano Olympics** 93%
- 5 (5) **ISS 644** 93%
- 6 (6) **Super Mario 64** 92%
- 7 (7) **Lylat Wars** 91%
- 8 (8) **Mario Kart 64** 91%
- 9 (9) **Pilotwings** 91%
- 10 (10) **Extreme G** 91%

*Numbers in brackets denote last month's position

Top Rating Games - All Mags

Get all the mags, get all the scores, throw them through a mathematical blender and this is what it spouts out. The most definitive top ten in existence.

- 1 (1) **GoldenEye 007** 95.2%
- 2 (2) **Diddy Kong Racing** 95.0%
- 3 (3) **Super Mario 64** 94.8%
- 4 (4) **ISS 64** 93.2%
- 5 (5) **Lylat Wars** 92.8%
- 6 (6) **Wave Race 64** 92.4%
- 7 (7) **Extreme G** 92.0%
- 8 (8) **Mario Kart 64** 91.8%
- 9 (9) **Fighters Destiny** 90.6%
- 10 (10) **Madden 64** 90.0%

*Numbers in brackets denote last month's position

You need to take care when parting with your hard earned cash. If you want to shop for the stunners whilst avoiding games that should be buried in a deep pit then make sure you take a good look at our A-Z of games. All the official games are here and all important import games make a guest appearance. Buy the best, buy N64 Pro

1080° Snowboarding 93%

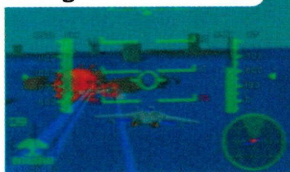


Rare UK Out Now

N64 89% 64 86%
NIN N/A TOT 89%

Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. A flawless reproduction of the wet white stuff with beautiful scenery and some of the finest animation we've ever seen.

Aerofighters Assault 68%



Titus UK OUT NOW

N64 60% 64 61% NIN N/A TOT 48%

This is a strange blend of flight sim cum shoot'em-up that completely fails to be good at either. It's slow and uninteresting gameplay is combined with dodgy graphics in a hapless attempt to entertain you. Top Gun this certainly isn't. Be sensible. Forget buying this and get a copy of Lylat Wars instead.

Aero Gauge 86%



ASCII/ Locomotive US OUT NOW

N64 10% 64 47% NIN N/A TOT 58%

Tear around futuristic courses in this F-Zero wannabe. Fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are a bit bland and there is a lot of fogging and pop-up. Aero Gauge has possibly the most argued about score to date, so take a good look before you buy.

Augusta Masters 80%



T&E Soft Jap Out Now

N64 N/A 64 N/A NIN N/A TOT N/A

Ruin a good virtual walk with this credible golfing game. The first golf game to appear on the N64 manages to put in a good performance with solid gameplay and a wealth of features to choose from. The graphics are a bit drab though and there's only one course included which makes things a bit repetitive.

Air Boarders 84%

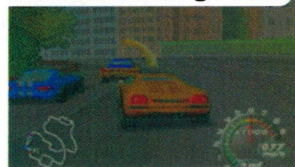
N64 N/A 64 N/A NIN N/A TOT N/A

A futuristic rad-sports game, where you swap realistic skateboards for Back to the Future II style hovering jet boards. The graphics are excellent with well animated characters and lush backgrounds that are nothing short of gargantuan. Instead of competing in race events you have a set amount of time to go through each checkpoint and earn points for pulling as many wild stunts as possible. There's an amazing feeling of freedom as you can go anywhere you want on the course. But there's an element of repetition and it could really have used a race option. It's good fun though and with 1080 Snowboarding being delayed until the Autumn this is the best rad-sports game available on the N64.

New entry



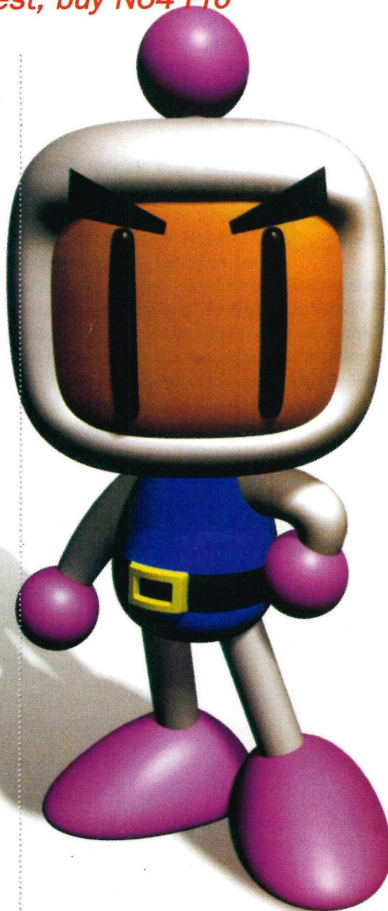
Automobili Lamborghini 76%



Titus UK OUT NOW

N64 67% 64 80% NIN 76% TOT 72%

More racing shenanigans, this time Titus give us a game with an Italian flavour and an embarrassing name. Unfortunately, they seem to have been more inspired by the Citroen 2CV than a Lamborghini. Desperately dull gameplay and twitchy controls make this an awkward and unrewarding experience.



GUIDE to N64 gaming

The Stamp of approval

An unsurpassed seal of quality that's only given to the absolute best games that have earned over 90%. And we don't give out nineties lightly. Buy these and you're getting the best games in the world



KEY

N64 = N64 Magazine,

TOT = Total 64 Magazine,

64 = 64 Magazine,

NIN = Official Nintendo Magazine

Blast Corps 89%



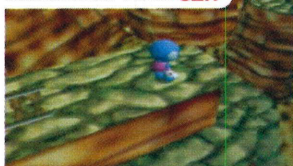
Nintendo UK OUT NOW
N64 88% 64 88% NIN 87% TOT 89%
Wanton destruction on a global scale with this smashing game from Rare. Use demolition vehicles to clear a path for a runaway missile carrier, and destroy absolutely everything in its way. Refreshingly original, manically tense and incredibly addictive. Altogether this is a right good blast!

Bomberman 64 73%



Hudson UK OUT NOW
N64 50% 64 81% NIN 80% TOT 75%
The original video game urban terrorist returns in an all new 3D outing on the N64. Run about dropping bombs in the path of your fellow 'man and avoid blowing yourself to smithereens. The N64 version has a new adventure mode but the manic gameplay of the original seems to be missing.

Chameleon Twist 81%



Sunsoft/ Ocean IMP UK TBA
N64 70% 64 72% NIN 77% TOT 51%
A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly for the average gameplayer, but it's great fun while it lasts.

Clayfighter 39%



Interplay UK OUT NOW
N64 N/A 64 13% NIN 25% TOT N/A
Oh dear! What's this doing on a super console? A deeply poor game indeed. Flat 2D characters, poor animation combined with abysmal gameplay and sluggish controls make this a dubious and frankly unfunny attempt at a humorous beat'em-up.... I could go on, but let's just say it should have been kiln at birth.

Cruis'n USA 40%



GT Interactive UK Out Now
N64 24% 64 31% NIN 59% TOT 59%
An incredibly dated game with bland graphics and jerky animation. The sluggish and unpredictable gameplay ruins any fun factor the original arcade game had and the steering is hyper-sensitive, making controlling your sports mobile nigh-on impossible. Race past this game when you see it in the shops.

Dark Rift 71%



Vic Tokai IMP UK TBA
N64 72% 64 88% NIN 73% TOT 84%
An early attempt at a beat'em-up which is by no means the worst, but certainly not the best. The graphics are quite good and the character design is interesting, but the gameplay is shallow and uninvolved. So if you're looking for a great beat'em-up, go for Virtual Hiryo No Ken or Fighters Destiny instead.

Diddy Kong Racing 96%



Nintendo UK OUT NOW
N64 90% 64 95% NIN 94% TOT 95%
Jaw-droppingly outstanding, DKR takes the crown for multi player racing. With fantastic graphics and great gameplay you race karts, planes and hovercraft through a huge variety of tracks. The single player mode is a real challenge too. Buy it - it's the law.

Doom 64 71%



GT Interactive UK OUT NOW
N64 80% 64 81% NIN 85% TOT 92%
The original first person shoot'em-up makes its almost obligatory appearance on the N64. Doom is considered by many to be one of the best games ever made. But we think it's well past its prime and despite numerous enhancements this still feels like the old man of videogames. Get GoldenEye instead.



Duke Nukem lets everybody know just how he feels about missing out on a stamp of approval. Nevermind, he still kicks ass

Profile

Dual Heroes 35%



Hudson Soft US OUT NOW
N64 28% 64 28% NIN N/A TOT N/A
Power Ranger look-a-likes do battle in this uninspiring beat'em-up. The graphics are garish, the design is pug-ugly and the fights are weird and disjointed. The game has some okay ideas, such as the mirror mode where the CPU learns your moves and uses them against you, but it's not enough to rescue this dire effort.

Duke Nukem 64 86%



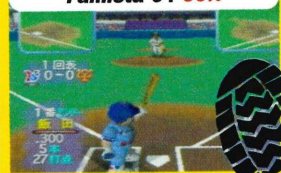
GT Interactive UK OUT NOW
N64 86% 64 90% NIN 91% TOT 90%
Duke Nukem is murderous mayhem in a fast and frantic style. Take out alien scum with an arsenal of weapons and high explosives. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot'em-up fans, but be warned, nobody does it better than Bond so get GoldenEye first.

Extreme G 91%



Konami UK Out Now N64
94% 64 91% NIN 90% TOT 94%
Ride futuristic bikes in this blindingly fast racing game. It's certainly no slacker and on the rare occasions it slows down you might have time to notice the amazing graphics. This is a fine racing game that comes complete with four player racing and battle modes. If it's racing action you're after then take a look.

Famista 64 90%



Namco Jap Out Now N64
N/A 64 N/A NIN N/A TOT N/A
Big-head baseball action comes to the N64 and gets a well deserved stamp of approval from the team. Despite lacking the realism of other sports sims, Famista has all bases loaded with playability. An amazing two-player game.

FIFA 64 38%



Electronic Arts UK OUT NOW
N64 39% 64 29% NIN 67% TOT 76%
A tired GM Vauxhall conference-like attempt at emulating our beautiful game. The graphics are drab, the players wobble around like weebles and the game itself is dull and lifeless. We showed FIFA a red card long before its infinitely superior substitute ISS 64 showed up and sent it off for bad sportsmanship.

FIFA '98: Road to World Cup 87%



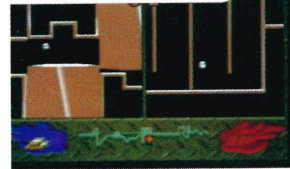
Electronic Arts UK OUT NOW
N64 N/A 64 85 NIN 90% TOT 78%
A vast improvement on its predecessor, FIFA 98 is the footy game that FIFA 64 should have been with better graphics, improved controls and a host of neat touches. It's also got the official FIFA license with more official teams than you could shake a stick at. A great game that deserves every success.

F1 Pole Position 70%



Ubi Soft UK OUT NOW
N64 71% 64 86%
NIN 75% TOT 80%
An average racing game that looks bland and has all the interest of a manic depressive at a crown green bowling tournament. A tiring racing game that lacks all of the excitement of the real thing. Horrendous pop-up, lousy commentary and a shoddy feel keep this racer in the pits.

Fire Electric Pen 60%



Hudson Jap Only
N64 65% 64 N/A NIN N/A TOT N/A
Possibly the strangest game to have passed through the N64 Pro office. Guide a ball down a tube without touching the sides or a buzzer goes off. To add to the distractions a commentator screams at you in Japanese and all the time a counter is ticking down. Fun in a odd sort of way, but by no means a stunner.

G.A.S.P. Fighters NEXtream 80%

N64 52% 64 70% NIN N/A TOT 89%

An interesting beat'em-up which manages to put up a good fight. The graphics are excellent with some of the smoothest looking characters ever seen in a beat'em-up and the backgrounds are nothing short of gorgeous with lot of interaction as the combatants bounce off the walls and smash up the scenery. There's also a character designer so you can build your own fighter from scratch. But despite all the positive stuff, GASP still manages to be a disappointing game. The animation is sloppy and the controls are sluggish and unresponsive. A disappointing beat'em-up that could have been so much better.

New entry



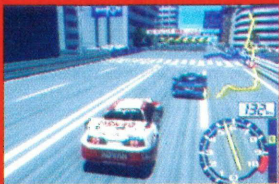
Right, I've got the rich tea biscuits, who's gonna put the kettle on?



GT 64 82%

N64 N/A 64 N/A NIN N/A TOT N/A

One of the better car racing games to appear on the N64. But then, that's not saying much. This time you get to tear around the streets of Japan in a Touring Car Championship. GT 64 manages to impress and annoy in equal quantities. Similar looking to the Ridge Racer series, it replaces the arcade feel of those classics with heavy handling realism. The graphics are good, with nicely designed cars and tricky tracks. Driving the car is very difficult and it takes quite a while before you accomplish anything other than bounce off the walls of the track. Annoying for a long time, but the ultimately rewarding gameplay turns this into a nice little racer. However, we're still waiting for the racing game that does the N64 justice.



New entry

Fighter's Destiny 89%



Ocean UK Out Now

N64 86% 64 92% NIN 90% TOT 93% A decent fighting game finally hits the N64. Excellent graphics with a real arcade game feel lifts Fighter's Destiny above all the competition. And it isn't just a pretty face, Fighter's Destiny plays well with originality and masses of playability. If fighting's your thing, skip Saturday night and buy Fighter's Destiny.

GoldenEye 007 94%



Nintendo UK OUT NOW

N64 94% 64 96% NIN 94% TOT 98%

The smoothest secret agent of all time comes to the N64 with the best first-person perspective shoot'em-up ever made. Control Bond through 20 massive levels that require ingenuity, sharp shooting and a cool head.

Hexen 66%



GT Interactive UK OUT NOW

N64 69% 64 45% NIN 60% TOT 63% I doubt whether you bought your N64 to play ports of average PC games with blocky garish graphics and tired gameplay. Doom 64 was already better than this and even that's starting to look a bit long-in-the-tooth on the all powerful N64. Just get GoldenEye and leave this ancient blaster in the Middle Ages.

Killer Instinct Gold 41%



Nintendo UK OUT NOW

N64 62% 64 75% NIN 84% TOT 69% One of the least impressive beat'em-ups on the N64. This is a 2D fighting game that looks more suited to the SNES than the 64bit powerhouse. The gameplay is ropy and relies far too heavily on learning complex combos and elaborate button tapping. Leave this one alone and go for Fighters Destiny instead!

ISS 64 93%



Konami UK OUT NOW N64

92% 64 91% NIN 93% TOT 97%

Konami scores a blinder with a superb representation of our beautiful game and one that consigns all the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play it the better it gets, making this is a footy fan's dream.

Lylat Wars 91%



Nintendo UK OUT NOW N64

94% 64 95% NIN 93% TOT 91%

Despite its new preposterously effeminate name, Lylat Wars is an absolutely stunning game that breathes new life into the shoot'em-up genre. Excellent cut scenes, absolutely breathtaking graphics and tons of atmospheric speech and sound effects, all compliment the frantic gameplay.

Jeopardy 38%



Gametek US IMP N64 N/A 64 N/A NIN N/A TOT N/A

A US quiz show that makes precious little sense to anybody in good ol' Blighty. Jeopardy tries to be a quiz show with a difference with the chirping robotic host giving answers and then asking you to give the appropriate question. The graphics are terrible and it has all the action of a graveyard.

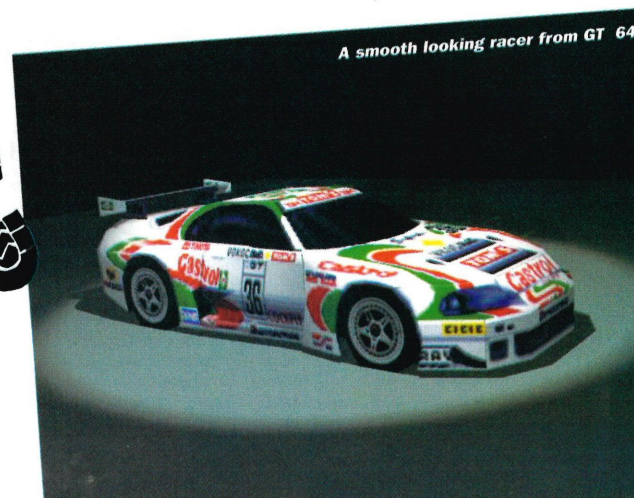
Mace: The Dark Age 78%



GT Interactive UK OUT NOW

N64 81% 64 76% NIN 89% TOT 89%

A hack 'n' slash fighting game with enough dungeons 'n' dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are stunning and the interactive backgrounds are innovative. Adequate, but comes off second best to Fighter's Destiny.



Profile:



No it's not a N64 game based on the Friday 13th film. A bit of a shame really as a good bit of down-to-earth violence would come as a relief after playing Yoshi's Story

Madden 64 90%



Electronic Arts UK OUT NOW
N64 92% 64 80%
NIN 89% TOT 89%

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a stamp of approval. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay.

Mario Kart 64 91%



Nintendo UK OUT NOW
N64 91% 64 94%
NIN 90% TOT 93%

A flawed genius, that builds on the original Mario Kart by allowing up to four players to compete over different courses. Great fun, although the power-ups make the multi player mode more a game of luck than skill. Diddy Kong Racing is a better game these days.

Mischief Makers 87%



Enix UK OUT Now
N64 90% 64 80% NIN 82% TOT 43%

A wonderful 2D platform game like you've never played before. Control Marina, a deranged robot schoolgirl who has to rescue a kidnapped pervert scientist. The insane plot complements this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible.

Mortal Kombat Mythologies 28%



GT Interactive UK Out Now
N64 N/A 64 75% NIN N/A TOT 31%

A horrible mixture of beat'em-up and 2D platform game that leaves a sour taste in the mouth. The graphics are ridiculously sub-standard and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 50 quid for this is fraud. Do yourself a favour and steer clear.

Mortal Kombat Trilogy 55%



Midway UK OUT NOW
N64 34% 64 62% NIN 56% TOT 78%
The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. MK was always a bit clumsy but these days it looks completely out of place on the N64. Roll on MK4 which is in full 3D and at least has good graphics.

Mystical Ninja Starring Goemon 86%



Konami Out Now
N64 N/A 64 85% NIN N/A TOT 84%
A weird one this and no mistake. Guide Geomon around a surreal 3D area (much like Mario) whilst talking to people about the large peach-shaped UFO that has invaded their world. The Geomon series has often been praised for its inventiveness and the wealth of mini-games mean that this is no exception.

MRC 80%



Ocean UK OUT NOW
N64 81% 64 67% NIN 83% TOT 80%
One of the first true racing games for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). By no means the worst N64 racing game we've ever seen, but still far from the best. Take a look at Diddy Kong Racing or Top Gear Rally instead.

Nagano Olympic Hockey 84%



Midway US IMP
N64 60% 64 75% NIN N/A TOT N/A
Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics. It's just as good as it ever was, but we're getting a bit tired of seeing the same game appear every couple of months with just a few tweaks. Good fun but NHL Breakaway '98 is better.

Nagano Winter Olympics 93%



Konami OUT NOW N64 32%
64 77% NIN 84% TOT N/A
Track n' Field heads north. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be (honest). This is a great game that held up work in the office for days. Brilliant stuff!

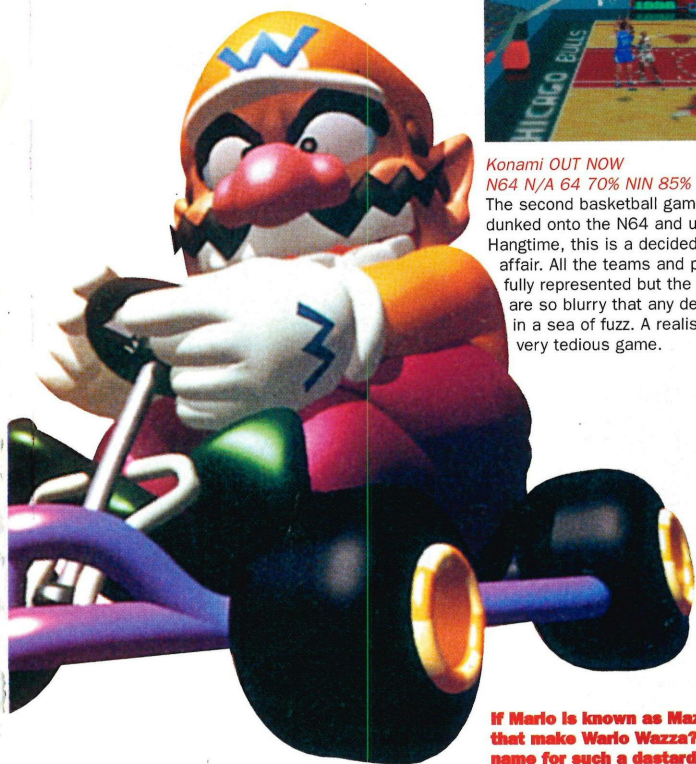
NBA Hang Time 74%



Midway UK OUT NOW
N64 52% 64 60% NIN 75% TOT 51%
What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness which will undoubtedly put some people off. Great for arcade enthusiasts with gravity defying moves and exploding baskets.

Vicious monsters escape and devour everything in sight. A bit like the office when the sarnie van arrives every morning





NBA Pro '98 70%



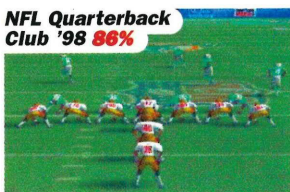
Konami OUT NOW

N64 N/A 64 70% NIN 85% TOT N/A

The second basketball game is dunked onto the N64 and unlike NBA Hangtime, this is a decidedly serious affair. All the teams and players are fully represented but the graphics are so blurry that any detail is lost in a sea of fuzz. A realistic but very tedious game.

If Mario is known as Mazza, does that make Wario Wazza? A fitting name for such a dastardly fiend

NFL Quarterback Club '98 86%



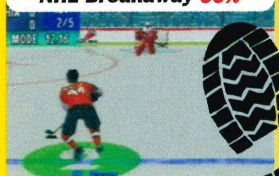
Acclaim UK OUT NOW

N64 86% 64 80%

NIN 91% TOT 90%

Another American football game joins Madden 64, but just fails to go the whole nine yards. Graphically superb with exceptionally detailed characters and one of the few games to use the stunning high-res mode on the N64, NFL QC '98 just doesn't play as well as Madden.

NHL Breakaway 90%



Acclaim Out Now

N64 N/A 64 88%

NIN 88% TOT N/A

The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64 thanks to this stunning sports sim. With amazing graphics and great gameplay it performs like a dream and is easy to get into, but difficult to master.

Oozumoo 75%



Bottoms Up Jap Out Now

N64 N/A 64 N/A NIN N/A TOT 39%

Big-headed, pot-bellied, head slappin' fun is to be found in this game depicting the most noble of martial arts, sumo wrestling. Take control of one of 40 lardy slappers and use a combination of skill, judgement and frantic button tappin' to whack or throw your opponent's fat arse out of the ring. Great fun but a bit basic.

Pilotwings 64 91%



Nintendo UK OUT NOW

N64 89% 64 89%

NIN 84% TOT 95%

Up there with ISS 64 as the N64 Pro team's favourite N64 game. Hours of pleasure as you perform hang-glider, rocket belt and gyrocopter missions. Sometimes relaxed, other times as frantic than a trolley-dash through ToysRus.

Puyo Puyo 70%

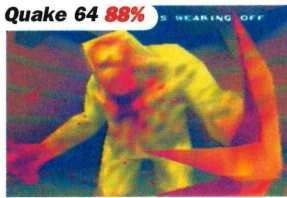


Compile JAP IMP

N64 N/A 64 N/A NIN N/A TOT N/A

Blobby Tetris makes its way onto the N64 with this cute puzzler from Compile. Guide falling blobs so they connect with balls of the same colour. It may look cute, but this is one of the fiercest puzzlers we've ever seen. The pressure really mounts up thanks to the frantically manic gameplay. Only really any fun with two players.

Quake 64 88%

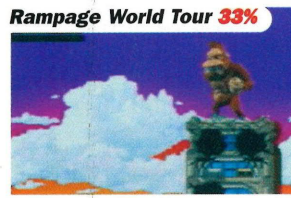


GT Interactive UK Out Now

N64 79% 64 88% NIN N/A TOT N/A

Quake is the true sequel to Doom and has the same dark and moody atmosphere. Run around mazes filled with creatures waiting to be blown to smithereens with a variety of large guns. Every bit as good as the 3D enhanced PC version, but the one player game sucks and the two player game isn't as good as GoldenEye

Rampage World Tour 33%



N64 N/A 64 N/A

NIN N/A TOT 54%

Up to three players take control of George, Ralph and Lizzie to run around causing as much mayhem as possible when you're a 30 foot high Noely look-a-like. Whilst this game was 'monster' in the eighties it now has all the charm and looks of a decomposing flesh eater. Tiring and repetitive with lousy graphics.



All I said was that your bra needs oiling. There's no need to get all foisty about it

Profile:



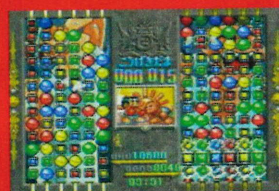
The cast from *Wetrix* caused a splash in our office. A great game that is the true heir to the Tetris crown

Susume 77%

N64 78%64 N/A NIN N/A TOT N/A

Blob bashing fun in this Tetris-style game that is virtually identical to *Puyo Puyo Sun 64*. Multi-coloured blobs fall from the sky and it's your task to line up similar coloured blobs to make them disappear. Great fun in two player as getting rid of your own blobs causes blocks to appear on the other player's screen. But the single player game is a bit boring and suffers from a random element where a game is more a case of luck than skill. There are also a couple of sub-games thrown in for good measure, and the ten pin bowling game managed to amuse everyone in the office for a good few hours and that lifted the entire score of the game. But it's still far from brilliant and nowhere near as good as *Wetrix*.

New entry

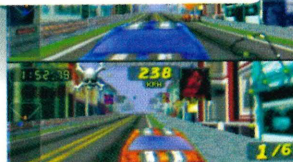


Tetrisphere 60%



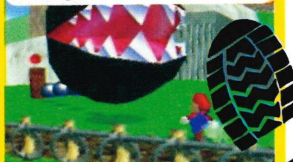
Nintendo UK OUT NOW
N64 69% 64 77% NIN 86% TOT 84%
Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace to the puzzles. We seem to have lost all interest in Tetris, but ardent fans may find this an appealing game.

San Fransisco Rush 88%



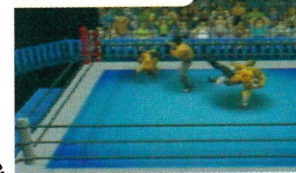
GT Interactive UK OUT NOW
N64 N/A 64 75% NIN 74% TOT 57%
This one caused mixed opinions in the office. Alex and I think it's ream, whilst Steve and Noely think it's rank. Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish and the sound is laughable, but it's one of the better racing games and is definitely worth checking out.

Super Mario 64 92%



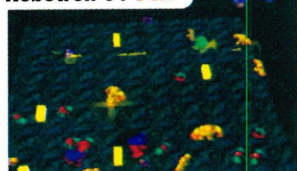
Nintendo UK OUT NOW N64
96% 64 95% NIN 95% TOT 96%
The best video game ever? It's certainly up there as one of the finest. A true classic in every sense of the word and one that takes all the best bits from previous Mario games and beautifully adapts them for this sublimely detailed 3D world.

Tohkon Road 72%



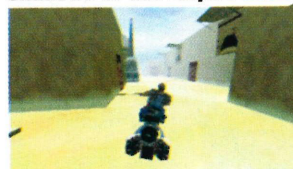
Hudson Jap Out Now
N64 49% 64 70% NIN N/A TOT N/A
A Japanese wrestling game that dares to take on the mighty WCW vs. NWO, and in our opinion just ends up in a submission to its American counterpart. You don't get any of the famous fighters such as Hulk Hogan and Sting, and as a result Tohkon Road just feels lacking on the enjoyment front.

Robotron 64 74%



Crave Entertainment US Out Now
N64 N/A 64 82% NIN N/A TOT N/A
A classic shoot'em-up from 1982 is revamped and thrown onto the N64 for a new generation. The graphics look a bit basic but the action is as much fun as it ever was. Run around a square blasting everything in sight to smithereens. A bit too basic for some people but good fun for everyone who remembers the original.

Shadows of the Empire 60%



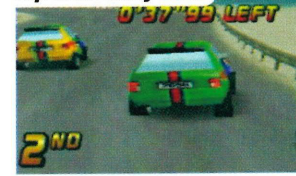
Nintendo UK OUT NOW
N64 78% 64 88% NIN 86% TOT 61%
Nintendo's Star Wars license is a real 10 pence mixed bag of a game. It ranges from incredibly challenging (red liquorice shoelaces) to mind-numbingly dull (boiled mints). The flying sections are okay, but the Doom-clone bits are very dull. Don't get carried away with the Star Wars vibe, it soon becomes tedious.

Snowboard Kids 84%



Atlus UK OUT NOW
N64 88% 64 80% NIN N/A TOT 80%
A truly wonderful racing game that appeared out of the blue and took the N64 Pro office by storm. Race down varied and cunningly designed ski slopes, all the time pulling stunts and collecting weapons. At the end you scramble onto a ski lift that takes you back to the top, making laps possible in a downhill race.

Top Gear Rally 87%



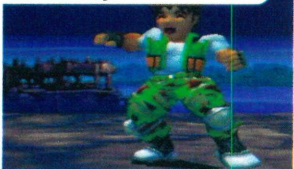
Kemco UK OUT NOW
N64 89% 64 90% NIN 89% TOT 85%
An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. The graphics are a bit bland and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. One of the better racing games.

Turok: Dinosaur Hunter 87%



Acclaim UK OUT NOW
N64 91% 64 82% NIN 95% TOT 93%
The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally killing everything in sight. Making dinosaurs extinct is great, but there are too many jumping and platform style sections for our liking.

Virtual Hiryu No Ken 80%



Culture Brain UK TBA
N64 78% 64 78% NIN N/A TOT N/A
A mighty beat'em-up that looks stunning even in its Japanese form. Fight in two different modes: normal mode bears a remarkable similarity to Virtua Fighter, and super deformed (SD) mode where the fighters have big heads and squashed bodies and the game plays like a quasi-3D Street Fighter. Great stuff!

War Gods 38%



Midway UK OUT NOW
N64 46% 64 59% NIN N/A TOT 69%
Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves and a distinct lack of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Become a pacifist atheist and just say no!

Wayne Gretzky's 3D Hockey 84%



Midway UK OUT NOW
N64 70% 64 84% NIN 84% TOT 90%
This is a lightning-paced ice hockey game that plays at over 100 mph. An interesting mix of sports simulation and arcade gameplay that works really well. The single player game is great fun, but for a real treat get some mates 'round for the four player game. Still not on par with ISS 64 but few games are.

WCW vs. NWO 80%



THQ Out Now
N64 70% 64 85% NIN 86% TOT 92%
Wrestling action hits the N64 with this fine beat'em-up. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free-for-all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even haters of Hogan would enjoy this beat'em-up.

Wheel of Fortune 59%



Gametek US OUT NOW
N64 N/A 64 45% NIN N/A TOT N/A
You're spinning the wheel of luck if you buy this, but will you feel fortunate to own a copy? Somehow we don't think so. It's a fair enough rendition of the American quiz show, but some of the answers are a bit Americanised and often obscure. Good for playing with your grandparents at Christmas, but it's no fun as a single player game.

Yoshi's Story 88%



Nintendo JAP Out Now
N64 86% 64 85% NIN N/A TOT 84%
Our favourite hungry dinosaur returns in an all new N64 eating fest. Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. It's very easy to complete but the huge amount of hidden objects and special ways to score enhance its longevity. Take a look if you're into platformers.

Wave Race 64 90%



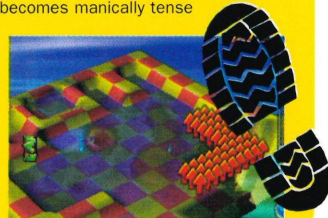
Nintendo UK OUT NOW N64 90% 64 94% NIN 92% TOT 96%
Don your wet suit and go jet-ski racing with one of the finest racing games to grace a home console with the most realistic water effects ever seen. A challenging championship mode, an excellent two player mode and a highly original stunt mode makes this a fantastic and original racing game.

Wetrix 91%

UK OUT NOW N64 78% 64 N/A NIN N/A TOT 93%

New entry

You'll have lots of fun if you get this splashing game from Zed Two. Tetris puts on its wellies and waits for the heavens to open. Guide falling Tetris-style blocks to build circular dams. Then the rains begin and enough water falls to make Noah himself proud. Like the best puzzle games everything becomes manically tense as you try to guide new blocks and water so that nothing flows over the side of the screen. A great game that took us all by surprise at the office. We all thought it looked a bit duff until we sat down and played it. Several days of manic competition later we decided that this was well worth a stamp of approval. The best puzzle game money can buy.



Wild Choppers 58%

N64 72% 64 N/A NIN N/A TOT 72%

New entry

Take your chopper out for an airing with this odd little combat game. 'Borrowing' a lot of ideas from the old classic Desert Strike, this 3D shoot'em-up could have been a really good game, but it's let down in a lot of ways. The graphics are bland and blurry with no real feeling of excitement or even movement. The helicopters look like Jimbo and the Jet-Set, all chubby and smiling, which is alright but I'd really rather be flying a death dealing Apache Gunship. The control system was designed to be novel and interesting, but the result is a fiddly system that drives you insane by its stupidity. The official version may have the controls sorted out but this will still be a far from perfect game.



How gutted are you about ISS '98 not appearing until Autumn. We're none too chuffed here in the office either. Let's hope that it's worth the wait

World Cup '98 87%

UK OUT NOW 87% N64 N/A 64 N/A NIN N/A TOT N/A

New entry

The latest instalment in the FIFA series kicks off on the N64. It's almost identical to its predecessor, FIFA: Road To World Cup, so we have doubts about buying the same game twice. Not without its merits though, it looks good and has a realistic feel thanks to the official license with all the teams and players in their proper place. Some improvements have been made with better animation, a variable game speed and most importantly, the goalkeepers have been quaffing smart drinks and have improved artificial intelligence. But at the final whistle we think this is second best when compared to the almighty ISS 64 which we still (after a ludicrous amount of time) play every single day.



Next month...



The first report from the most important games show in the world will dominate next month's N64 Pro. Coming live and direct from the **Electronic Entertainment Expo (E3)** in Atlanta will be the latest news, views and screenshots of the N64 games you'll be playing this Christmas and beyond

Reserve your copy now or even take out a subscription (see page 80) to ensure you don't miss out on a big, hefty chunk of your N64 gaming future. As well as the all-important first **E3** report (yes, you'll read it here before any other magazine), there'll be the usual feast of reviews, news, features, A-Zs (of cheats and reviews), previews, hints, tips and guides for you to gorge yourselves on

Going into just a tiny little bit more detail, Noely's **Quake** guide will reach its exciting conclusion, Mark will be showing you how to beat **Forsaken**, Steve will be playing **All-Star Baseball** to death and I'll be completely knackered after doing the most in-depth **E3** report of all time

As usual, there'll be at least one free gift (the remaining 16 stickers for your collection), but seeing as we've been selling so well lately, we might just be able to shove something else on the cover to reward you for your loyalty to N64 Pro

See you on June 25

Alex

Special Reserve

Live @ <http://special.reserve.co.uk>

Special Reserve Discount Mail Order

- 01279 600204

ALL TELEPHONED ORDERS FOR GAMES ARE DESPATCHED PRIORITY BY FIRST CLASS POST
Market leaders in mail order home computing, established 10 years, great web site and six amazing shops. See us on the web at <http://special.reserve.co.uk>.

Officially Authorised for Nintendo and for PlayStation. Trial Membership for just 50p. 0% PAY LATER (subject to status).

N64 ... 99.99 less £10*

Limited Edition N64 with Gold 3D controller & RF lead (while stocks last)

N64 Fire Pack ... 129.99 less £10*

As above PLUS an extra Official N64 3D Controller & 1 MB Memory Card

* Deduct £10 off the price of any one item bought at the same time as a N64
0% PAY LATER available if your total purchase is between £250 and £750, subject to status.

STICKER KITS FOR N64 ... 9.99
STICKER KITS FOR PLAYSTATION ... 9.99
Change the colour of your N64 or PlayStation with these high quality, durable laminated sticker kits. Available in Carbon look, Gold, Silver & England

SCART LEAD - N64 to scart TV ... 7.99
HI-FI AUDIO LEAD - N64 to stereo ... 9.99

256K MEMORY CARD - 12 slots ... 7.99
1 MB MEMORY CARD - 48 slots ... 11.99
8 MB MEMORY CARD - 384 slots ... 19.99

INTERACTOR RUMBLE VEST ... 22.99
2 SPEED RUMBLE PACK FOR N64 ... 12.99
2 SPEED RUMBLE PACK WITH BUILT-IN 1 MB MEMORY CARD ... 19.99

Nintendo 64 Controllers

COMPETITION PRO N64 CONTROLLERS ... 17.99
Available in many different colours. Features include turbofire, autofire & slow motion

TOP DRIVE WHEEL AND PEDALS FOR N64, PLAYSTATION & SATURN ... 54.99
Programmable buttons, 9 button control, stick shift, self centering technology, wheel rotation angle select. Also includes memory card and rumble pack slot.

OFFICIAL NINTENDO 64 3D CONTROLLERS ... 25.99
Available in many different colours: black, blue, green, grey, red & yellow

We stock 15 controllers for N64 call 01279 600204

Nintendo 64 Games

AERO FIGHTERS ASSAULT ... 42.99 -10%
ALLSTAR BASEBALL ... 43.99 -10%
BLAST CORPS ... 42.99 -10%
BUCK BUMBLE ... 42.99 -10%
BUST A MOVE 2 ... 43.99 -10%
CHAMELEON TWIST ... 44.99 -10%
CLAYFIGHTER 63 1/3 ... 32.99 -10%
CRUISE WORLD ... 30.99 -10%
CRUISE USA ... 30.49 -10%
DIDDY KONG RACING ... 42.99 -10%
DOOM ... 39.99 -10%
DUKE NUKEM 64 ... 46.99 -10%
EXTREME G ... 42.99 -10%
F1 RACING 98 ... 49.99 -10%
FIFA 98 - RTWC ... 44.99 -10%
FIGHTERS DESTINY ... 34.99 -10%
FOOTBALL ... 43.99 -10%
FORSKEN ... 43.99 -10%
GOLDENEYE ... 42.99 -10%
GT 64 ... 42.99 -10%
HEXEN ... 39.99 -10%
HOLY MAGIC CENTURY ... 46.99 -10%
NHL SUPERSTAR SOCCER 64 ... 42.99 -10%
KILLER INSTINCT GOLD ... 45.99 -10%
LAMBORGHINI 64 ... 44.99 -10%
LYLAT WARS + RUMBLE PACK ... 51.99 -10%
MACE ... 42.99 -10%
MADDEEN 64 ... 49.99 -10%
MARIO KART 64 ... 42.99 -10%
MISCHIEF MAKERS ... 42.99 -10%
MISSION IMPOSSIBLE ... 42.99 -10%
MORTAL KOMBAT MYTH ... 46.99 -10%
MULTI RACING CHAMPS ... 46.99 -10%

MYSTICAL NINJA ... 46.99 -10%
STARFING GOEMON ... 46.99 -10%
NAGANO WINTER ... 46.99 -10%
OLYMPICS 98 ... 46.99 -10%
NBA COURTSIDE ... 34.99 -10%
NBA PRO 98 ... 39.99 -10%
NFL QUARTER BACK 98 ... 42.99 -10%
NFL BREAKAWAY 98 ... 43.99 -10%
OLYMPIC HOCKEY ... 42.99 -10%
PILOT WINGS 64 ... 42.99 -10%
QUAKE ... 39.99 -10%
RAMPAGE WORLD TOUR ... 49.99 -10%
RECKIN' BALLS ... 43.99 -10%
SAN FRANCISCO RUSH ... 42.99 -10%
SHADOWS OF THE EMPIRE ... 42.99 -10%
SNOWBOARD KIDS ... 34.99 -10%
SUPER BOMBERMAN 64 ... 42.99 -10%
SUPER MARIO 64 ... 42.99 -10%
TETRISPHIRE ... 35.99 -10%
TOP GEAR RALLY ... 39.99 -10%
TUROK - DINO HUNTER ... 36.99 -10%
WARGOIDS ... 44.99 -10%
WAVE RACE 64 ... 45.99 -10%
WAYNE GRETSKY ... 45.99 -10%
WCW VS NWO: WORLD TOUR ... 44.99 -10%
WORLD CUP 98 ... 46.99 -10%
WWF: WARZONE ... 43.99 -10%
YOSHI'S STORY ... 42.99 -10%

Super NES Games

DISNEY'S LION KING ... 29.99
DONKEY KONG COUNTRY 2 ... 19.99
DONKEY KONG COUNTRY 3 ... 39.99
PGA TOUR GOLF ... 9.99
PILOT WINGS ... 9.99
RETURN OF THE JEDI ... 29.99
SUPER GHOULS & GHOSTS ... 24.99
SUPER INTERNATIONAL CRICKET ... 9.99
SUPER MARIO KART ... 27.99
SUPER SOCCER ... 19.99
SUPER TENNIS ... 9.99
TETRIS ATTACK ... 9.99
TWIN PACK - TETRIS & DR MARIO ... 12.99
ULTIMATE MORTAL KOMBAT ... 19.99
WINTER GOLD ... 19.99
YOSHI'S ISLAND ... 19.99
ZELDA 3 - LINK TO THE PAST ... 19.99

Pocket Gameboys

(AS SEEN ON TV)
New 30% smaller and 50% lighter Gameboy. Compatible with all Gameboy games

GAMEBOY POCKET (SILVER) ... 45.99
GAMEBOY POCKET (BLACK) ... 40.99
GAMEBOY POCKET (BLUE) ... 40.99
GAMEBOY POCKET (CLEAR) ... 40.99
GAMEBOY POCKET (GREEN) ... 40.99
GAMEBOY POCKET (PINK) ... 40.99
GAMEBOY POCKET (RED) ... 40.99
GAMEBOY POCKET (YELLOW) ... 40.99

Gameboy Games

DONKEY KONG LAND ... 19.99
GAMEBOY GALLERY ... 9.99
JAMES BOND 007 ... 24.99
MARIO AND YOSHI ... 9.99
RETURN OF THE JEDI ... 14.99
SOCCER ... 12.99
SUPER MARIO LAND 1 ... 19.99
TAXI-MANIA ... 14.99
TENNIS ... 9.99
TETRIS ... 12.99
TETRIS 2 ... 9.99
WARIOLAND ... 19.99
WARIOLAND 2 ... 19.99
WAVE RACE ... 9.99
WORMS ... 17.99
ZELDA ... 14.99

PlayStation Top Games

DIE HARD TRILOGY ... 19.99 -10%
FIFA 98 - RTWC ... 32.99 -10%
GRAND THEFT AUTO ... 33.99 -10%
GT (GRAN TURISMO) ... 39.99 -10%
NEED FOR SPEED 3 ... 39.99 -10%
PREMIER MANAGER 98 ... 32.99 -10%
RESIDENT EVIL 2 ... 40.99 -10%
THE HOSPITAL ... 34.99 -10%
TOCA TOURING CARS ... 36.99 -10%
TOMB RAIDER ... 19.99 -10%

SAVE £12
World Cup 98 RRP 54.99
46.99 less 10%* = 42.72

Key Dates

MAY 29 Bust-A-Move 2 ... N64 43.99 -10%
MAY 29 Forsaken ... N64 43.99 -10%
JUN 19 GT64 ... N64 42.99 -10%
MAY 29 Premier Mgr 98 ... PSX 32.99 -10%
JUN 12 Point Blank ... PSX 36.99 -10%
JUN 26 Viper ... PSX 33.99 -10%

Release Dates may be subject to slippage

The Special Reserve £1649.99
MAXX 3D2 P2 300 including VAT
Race prepared with 8 mb Diamond Fire GL AGP graphics + extra 12 mb Voodoo 2 arcade-quality 3D2 acceleration!

All for £6.00

SPECIAL RESERVE ANNUAL MEMBERSHIP FEE

It's easy to join, just phone 01279 600204 or send in the order form. There's no obligation to buy anything, you can be any age, and it's only £6.

- Members receive 10 issues of our colour Club Magazine per year with over 2,000 products, many at below trade price or under half price. And there are Reviews, Features, Charts, Release Dates, Extra Savings and thousands of pounds worth of great prizes to be won.
- The incredible **FREE Special Reserve Book of 2500 Cheats** (all formats) will be sent to you with your **Family Membership Card** and **F1 Fantasy Game FREE** entry form (members only - £4000 worth of prizes).
- AND choose any one of the **FREE GIFTS** below if you buy just one item at the same time as you join. These gifts are worth up to £40. You can extend your membership (£5.50) at any time to receive more of them.

That's why over 400,000 people have joined Special Reserve
The Biggest Games Club in the World

10%* OFF
Deduct an extra 10% off the price of games only if you place your order by post to the address below or by FAX on 01279 726842 or via internet at <http://special.reserve.co.uk>. e.g. Deduct £2.80 off a £27.99 game. (not to be used in conjunction with other special discounts) EXPIRES 31/8/98

Special Reserve 01279 600204

ALL TELEPHONED ORDERS FOR GAMES ARE DESPATCHED PRIORITY BY FIRST CLASS POST
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)

(BLOCK CAPITALS please)
Name, Address and Postcode

Phone No. Machine. ENTER MEMBERSHIP NUMBER IF ANY

We only supply members but you can order as you join (from 50p). There is no obligation to buy anything and you can be any age.

£6.00 Annual Membership includes 10 issues of the Club Magazine plus the Special Reserve Book of 2500 Cheats. AND choose a FREE GIFT from below if you buy any item at the same time as you join.

PLEASE ENTER MEMBERSHIP FEE IF APPLICABLE AND PLEASE REMEMBER TO TICK YOUR CHOICE OF GIFT BELOW

ANNUAL MEMBERSHIP £6 (UK), £9 (EC) OR £12 (WORLD)

OR TRIAL MEMBERSHIP 50P (ONE MAGAZINE, ONE ORDER, NO GIFT)

item Deduct any 10% Mail Order Madness Discount as described above

Please add 50p per game for UK First Class Post (£2.00 overseas)

ALL PRICES INCLUDE UK 2ND POSTAGE & VAT

Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD EXPIRY DATE SIGNATURE SWITCH (ISSUE NO)

Overseas orders must be paid by credit card. Overseas surcharge £2.00 per item
Hardware items (mains or battery) are only supplied to the UK mainland

Immediate cheque clearance

Cheques payable to Special Reserve at
PO Box 847, Harlow, CM21 9PH

FREE GIFTS

Please tick your choice of gift when you join for a year (£6) at the same time as buying any one item. If joining by telephone please ask for your gift at the time.

- ☐ **CHOOSE FREE GOODY BAG INCLUDES MINIBOY, GAMEBOY CALCULATOR AND VIRTUAL PET**
Incredibly, all three of these electronic gizmos have been bundled as one great gift. Miniboy is a keyring console with 55 variations of 4 classic games. Gameboy calculator is a real calculator which looks like a Gameboy when closed
- ☐ **OR FREE 256K MEMORY CARD FOR NINTENDO 64**
- ☐ **OR FREE RUMBLE PACK FOR N64**. Sends vibrations through the controller
- ☐ **OR FREE PREMIERE FOOTBALL**. Full size, PVC coated football. Includes adaptor. Design may vary
- ☐ **OR FREE 1 MB MEMORY CARD FOR PLAYSTATION**
- ☐ **OR FREE 24 CAPACITY CD WALLET**. Stores CD's in individual compartments
- ☐ **OR FREE COMMANDER 2 JOYPAD FOR PLAYSTATION**. With turbofire function.
- ☐ **OR FREE PERSONAL STEREO CASSETTE PLAYER + HEADPHONES**
- ☐ **OR FREE ACE VENTURA 2 VHS VIDEO (PG)**
- ☐ **OR EIGHT GAMES FREE ON PC CD ROM**. Desert Strike, Team Suzuki, Actua Soccer semi-final edition, Lotus 3, Jungle Strike, Toyota Celica GT Rally, Zool 2 & Normality Inc demo. All games 8 FREE
- Offers subject to stock availability. Alternative gifts available. Overseas members add £2 postage

SAWBRIDGEWORTH

The Maltings, Station Road, Sawbridge, Herts.
Not far from the M11, just around the corner from the train station
Tel: 01279 600399

CHELMSFORD

43 Broomfield Road, Chelmsford, Essex.
Just around the corner from the bus station
Tel: 01245 348777

NOTTINGHAM

164 Derby Road, Stapleford, Nottingham.
2 miles from junction 25 of the M1, near Kwik Fit and Price Hut
Tel: 0115 949 1000

MASSIVE SELECTION - LOWEST PRICES

We'll beat any locally advertised price by £2.
All our shops have PC Upgrade and Repair facilities and we sell a range of award-winning PC's from £899.

IT'S EASY TO PARK

UPMINSTER

209/213 St Mary's Lane, Uppminster, Essex.
2 miles from junction 29 of the M25. Opposite Somerfield Supermarket
Tel: 01708 225544

EGHAM

168 High Street, Egham, Surrey.
Near Windsor and Staines. Just 1 mile off junction 13 on the M25
Tel: 01784 473444

BRISTOL

351 Gloucester Road (A38), Bristol.
1 1/2 miles from the City Centre and just up from Kwik Save
Tel: 0117 924 5000

GREAT WEB SITE AT 10% off* at <http://special.reserve.co.uk> MASSIVE CONTENT

Inevitably some products listed may not yet be available and prices may change. Please phone 01279 600204. Some items carry a £1 surcharge in our shops.
SAVE = Saving off full recommended price. Sent to press 07/05/98 Errors & Omissions Excluded. Inter-Mediate Ltd. TIA Special Reserve, The Maltings, Sawbridge, Herts CM21 9PG

NOW YOU KNOW THE SCORE

N64 Pro

